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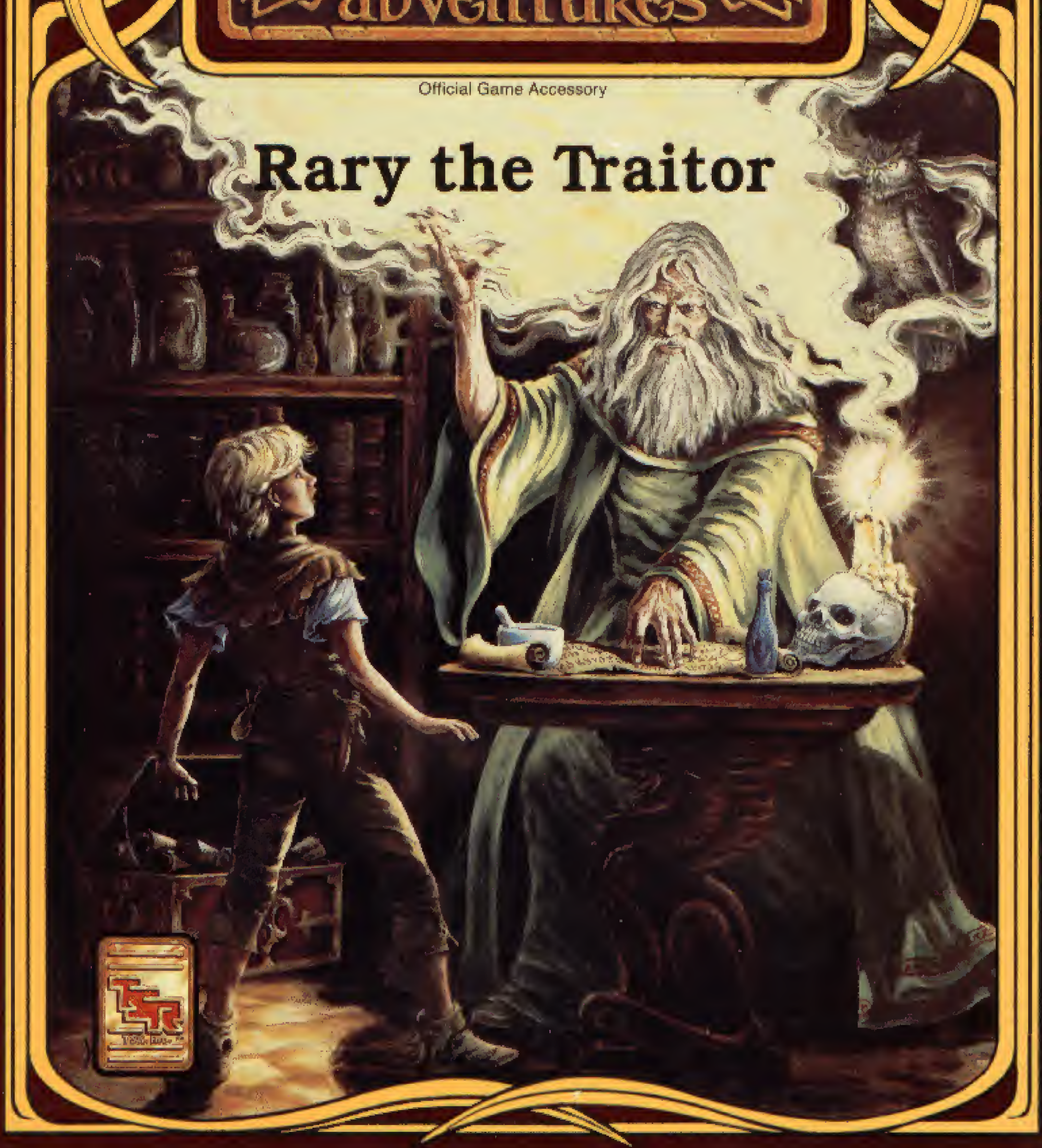
Rary the Traitor



Rary the Traiter

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Introduction

The final act of the immense drama of war occurred on the Day of the Great Signing. A pact had been resolved and nearly all the nations had agreed to sign it. As this solemn ceremony began, however, a tumultuous event occurred.

Even today a haze obscures the details. Apparently someone plotted to annihilate the entire diplomatic corps in attendance, but the scheme misfired. A blazing explosion destroyed a good part of the Grand Hall only minutes before the ambassadors assembled for the day. A fierce magical battle immediately ensued, spreading havoc through much of the old city. When the fire and dust cleared, constables discovered smoldering robes belonging to two powerful members of the mysterious Circle of Eight, Otiluke and Tenser. The murderer of these wizards, undeniably a powerful mage, was Rary, a third member of the Circle of Eight. Using secrets gained in confidence, Rary not only destroyed his two fellows, but also tracked down and destroyed every clone the pair held in preparation.

The motive behind Rary's treachery remains clouded. According to many who knew him, the wizard probably saw an opportunity to seize power and land in the confusion that would follow the assassinations. Others suggest Rary was a pawn of the Scarlet Brotherhood.

With the plot discovered, though, Rary and his co-conspirator Lord Robilar fled the city. The two were unable to return to Robilar's castle because it was immediately seized by the troops of Greyhawk, so they escaped into the Bright Desert. There they conquered the savages and established a kingdom of their own. Though small and mysterious, this growing state could someday threaten the very borders of Greyhawk.

From Greyhawk Wars

"This unspeakable crime was visited upon us by one whom we trusted implicitly, one whom we all knew and respected, and one whom we would never suspect of treachery. Rary the Mage he was known to us, but after the infamy of that day, he shall be known only as Rary the Traitor!"

Mordenkainen the Mage, in a speech to the surviving members of the Council

"While I find it hard to believe that my beloved sibling is responsible for such evil deeds, the evidence against him is overwhelming. To him I say, 'Your crimes are unforgivable. I join with those who call you traitor, and disavow any affection I may once have felt. Brother you may have been, Rary, but brother you are no longer. You are an outcast and a stranger to me'."

Arkalan Sammai, sage of Greyhawk and brother of Rary

"It has become clear that something evil is growing in the depths of the Bright Desert. They call him Rary the Traitor now, but in days to come they may call him far worse things. Rary has stirred up something best left alone, and I fear that all of the Flanaess may suffer for it, as if the land has not suffered enough already!"

Eritai Kaan-Ipzirel, high priestess of St. Cuthbert in Greyhawk

In the agonizing aftermath of the Greyhawk wars, when conflict touched virtually every corner of the continent, few gained more infamy than Rary of the Circle of Eight. Once considered a quiet, peaceful man with few ambitions, the great mage instead was corrupted to the ways of evil, and in the process slew two of the wisest and most powerful wizards of the Flanaess. Now, fleeing south with his co-conspirator and their loyal troops, he has carved out an empire in the wilderness, and threatens to inflict more harm and chaos on a world long grown weary of war and strife.

Rary the Traitor is a supplement for the ADVANCED DUNGEONS & DRAGONS® 2nd Edition game, in the GREYHAWK® campaign setting. It describes important current events and involves characters in adventures that will affect the future of the entire region. This supplement is intended for adventurers of all different levels. However, the major areas described later in this book, especially Rary's fortress in the Brass Hills, are intended for parties of 8th level or higher.

Chapter 1: Rary's Tale

Rary the Mage did not initially seem the sort of individual who would betray his friends and become one of the most reviled men on the continent. He was once described as "quiet, dignified.., a skilled mediator and peacemaker," and a man whose gentle nature prevented him from leading the Circle of Eight, or even challenging its other members, so Rary's descent into the realm of evil was indeed puzzling.

The Dignified Mage

Although well into his seventies at the beginning of the Greyhawk conflict, Rary retained a youthful outlook and energy, and his primary motivation seemed to be learning, rather than the pursuit of power. Archmage of Ket, Rary was well-known for his skill at resolving conflicts in the complex atmosphere of the Ketish court. His friendship with the Paynim nomads, while considered something of an eccentricity within Ket, actually helped the mage prevent Paynim raids into Ket, or at least helped reduce their severity.

One of the most baffling aspects of Rary's treachery is that at the time the war broke out, he was largely retired from the Circle of Eight, content to dwell quietly in his tower at Lopolla, pursuing his hobbies and avoiding confrontation. Rary attended meetings only when issues of special importance were discussed, and even then seemed reluctant to directly confront such volatile individuals as Mordenkainen and especially Otiluke, who is said to have harbored a special dislike for the Ketite.

In truth, Rary's retirement was more a result of his frustration with the Circle of Eight and its contentious ways than a genuine desire for retirement. As time passed and Rary's gentle approach worked less and less, he began to spend more time in his tower or wandering the plains mounted on his magical destrier. In this guise, he was known to the Paynims as only "The Rider." As he travelled among them he learned many things from their shamans and chieftains, and his gentle nature began to change.

Surely, Rary maintained his calm, reasoned exterior at those meetings which he did attend (further infuriating Otiluke in the process), and his peacemaking efforts in Ket continued unabated. But the process of Rary's conversion had begun, fuelled by the twin fires of his own frustration and the violent influence of the Paynims.

The change in Rary's nature was not a malevolent one. He could just as easily have continued as a powerful advocate for balance and neutrality or even good, had he not begun to study the histories of the demigod Iuz, the Scarlet Brotherhood, and the Overkings of Aerdi. As more time passed, Rary's admiration of these evil forces grew. Here, he realized, were individuals who knew the value of force, who shunned the pointless squabbling of the Circle of Eight and other lesser powers. Of course, Rary knew mistakes were sometimes made. The Overkings were now hopelessly mad and mired in decadence, Iuz's violence had little direction or purpose except his own aggrandizement, and the Scarlet Brotherhood's obsession with secrecy did little to advance its cause.

Still, Rary realized there were things to be learned from these individuals. If he could control the base urges and character flaws that had led these others astray, perhaps he could achieve greatness, and even surpass the exploits of those in the past. With the Flanaess, or at least a large portion of it, under his control, he could bring change and overcome the meaningless bickering of the Circle of Eight. This enormous change in Rary's temperament took place slowly. The great mage's outward calm and good nature belied a storm growing in the depths of his soul.

War and Treachery

Rary's admiration for Iuz and the Brotherhood grew during the war. As other members of the Circle worked frantically behind the scenes to head off the conflict and preserve what civilization remained in Greyhawk, Rary's mind turned more and more to thoughts of evil. He researched long-forbidden spells, studied the histories of ancient conquerors, and learned more from his Paynim friends as corruption and wickedness slowly crept into his heart.

During a particularly unproductive session of the Circle, Rary quietly withdrew in the face of Otiluke's bluster and returned to his tower in Ket. There, brooding upon his decades of ceaseless toil and frustration and his lack of success in the path of neutrality, Rary finally and irrevocably fell under evil's sway. Returning to Greyhawk, Rary enlisted the aid of Lord Robilar, a powerful if somewhat unstable nobleman with a substantial household guard, and together the two formulated a plan to put themselves into a position of power in the Flanaess.

Diplomats and high officials from all across the continent would soon arrive in Greyhawk for the Great Signing. Using his access to the Great Hall, Rary planned a series of magical traps which would destroy everyone in the building, including diplomats, nobles, the Lord Mayor and his staff, several guildmasters, at least half of the Circle of Eight, and the detested Otiluke. That done, Rary would assume control of the Circle. As an emergency measure, Rary would dispatch agents to those countries whose diplomats had been slain. These diplomats would gain the confidence of kings and chieftains, eventually giving Rary access to and control over numerous nations. The killings themselves would be conveniently blamed on the Scarlet Brotherhood, which had made itself unpopular during the war.

Death in the Great Hall

Unfortunately for Rary and Robilar, as Rary finished setting his magical traps, several members of the Circle entered the hall for a last-minute inspection of the site before the signing. Caught red-handed, Rary first attempted to flee. Forced at last into open conflict, he attacked with a fury born of years of pent-up anger. He set off the still-incomplete magical traps. Tenser fell first, caught by surprise. Otiluke struck back savagely, wounding Rary and forcing him back.

Instead of counterattacking Otiluke directly, Rary set off several more traps, injuring Bigby, who had just joined the fight. Overcome with concern for his friend, Otiluke's concentration broke, and suddenly Rary's spells had him, rending and burning him at once. Abruptly all the remaining traps went off, plunging the hall into noise, fire, smoke, and the lambent glow of magic. As the smoke cleared, amid the crash of falling masonry and the tinkle of broken glass, Bigby, himself badly wounded, crawled over to see to his friends, only to find both of them slain beyond hope of resurrection, and Rary had vanished without a trace.

In the ensuing confusion and shock, Lord Robilar's own troops struck, destroying every one of the dead wizards' hidden clones, assuring the permanent death of both Tenser and Otiluke. Within hours, Greyhawk warriors had occupied Robilar's citadel and began to search for the pair, but it was too late. Faced with the collapse of their plot, Rary and Robilar fled, along with those troops loyal to them, and no one knew where.

A New Kingdom

In the weeks that followed, as Greyhawk slowly recovered from its shock, Rary was condemned from every quarter. Expeditions scoured the vicinity of the city, searching for Rary and his co-conspirator. A diplomatic mission to Ket returned with the astonishing news that not only was Rary missing, but his entire tower, which had so long graced Lopolla's skyline, had abruptly and inexplicably vanished overnight. Rumors began to circulate that Rary had fled the Flanaess and possibly Oerth altogether.

These rumors did not last long, as search parties heard disquieting reports from the Bright Desert. The Abbor Alz barbarians, who sometimes traded with the desert nomads, reported that a mysterious tower had appeared in the Brass Hills in the heart of the desert, and that the master of this tower had proclaimed himself "Monarch of the Bright Lands." Many nomads, it was reported, had fallen under his sway, and those who had not were swiftly persecuted and pressured to do so. The desert centaurs, previously known only by rumor and second-hand reports, were said to be resisting the new rulers, but their struggle seemed doomed. The new king was said to be a mage of unsurpassed skill, and had a host of strange (some said unearthly) warriors at his command. Clearly, Rary the Traitor had at last appeared.

But finding Rary and bringing him to justice were two entirely different matters. Long unexplored and treated by many with superstitious dread, the Bright Desert, or the "Bright Lands" as Rary now called his new domain, was considered a place of savage tribesmen, harsh conditions, and dangerous creatures. Now, it was also home to Rary the Traitor, and neither Greyhawk nor any surrounding power had the strength or the inclination to venture into the desert and dig him out of his hiding place. Many favored simply leaving him to rot in self-imposed exile.

Mordenkainen and Bigby, who had seen his friends slain and had himself been wounded by the renegade, did not agree. Mordenkainen's research into the region of the Bright Desert uncovered some disturbing facts. These facts were unlikely to have escaped the notice of Rary, given his passion for knowledge and obscure history. Once home to a thriving empire, the region had undergone a catastrophe of apparently magical nature, the cause of which was an artifact of considerable power. Unknown creatures were said to live in the deep desert and the artifact was said to control these creatures. All references to the artifact were veiled in fearful language, as if even the memory of the object had a dread potency.

True, these rumors were ancient and possibly unreliable, but if even a fraction of what Mordenkainen discovered was true, Rary could still be a danger to Greyhawk. One of the most powerful members of the Circle of Eight had now become its greatest enemy.

The Empire of the Bright Lands

Rary's seizure of the Bright Desert was no spur-of-the-moment affair. Rary and Robilar knew that their plans for gaining power in the Flanaess stood a chance of discovery and failure. So they worked out a back-up plan which would keep them both alive and in positions from which they could continue their schemes. Rary, Robilar, and their loyal troops swiftly decamped from Greyhawk as their plans collapsed. Robilar and his troops went south to the edge of the Abbor Alz and Rary went to his tower in Ket. From the tower, Rary worked awesome magics which had been held in readiness for some time. He summoned yuggoloth and other creatures from the planes, and ordered them to transport Rary's tower, as well as Robilar and his army, into the Bright Desert. There, he ordered the yuggoloth to construct a fortress for his new headquarters. Exhausted, both physically and magically by this titanic effort, Rary rested for several days while Lord Robilar began to lay the foundation for the new empire.

A tribe of norkers lurking in the hills provided Robilar's troops with their first challenge. After a few minor skirmishes, the norkers were brought to battle and easily defeated. The norker chieftain pleaded for mercy and the

entire tribe was absorbed into Rary's new empire. Today, they are employed as all-purpose servants and low-grade infantry. The norkers dislike Robilar's training and intense regimentation, but are still unduly proud of their status as Rary's "warriors." Most are fanatically loyal to the wizard, whom they treat with superstitious awe.

Mounted patrols of Paynims and Greyhawk warriors were sent into the desert and they encountered several nomad tribes. These nomads were informed that Rary now ruled the Bright Lands and were told to pay obeisance to him. A few embraced the new ruler with enthusiasm after demonstrations of his military might, while others fought, driving off Robilar's scouts with insults and sometimes arrows.

Robilar responded immediately and sent his army against the most powerful of the tribes that had defied him, the Tukim. The fragmented nature of the desert tribes worked in Rary's and Robilar's favor, for the Tukim had many enemies. No one came to the Tukim's defense when concerted action by the nomads might have driven out the invaders.

Supplemented by large numbers of norkers, Robilar's elite guards and Rary's Paynims surrounded and broke the Tukim, but spared them in exchange for the promise that they would faithfully serve Rary. Now, Tukim warriors stand beside Rary's and Robilar's personal retinues as the finest troops in the new empire's army.

When Rary fully recovered from his exertions, he turned his magical and diplomatic abilities to pacifying the desert. Some tribes were persuaded to join Rary's empire with promises of future power. Others were beguiled with magic, and still others felt the full wrath of Robilar's now-huge army. Within a few months, the entire desert within a hundred miles of the Brass Hills lay completely under Rary's control.

Quest for Power

Now reasonably secure, Rary allowed Robilar a free hand in the pacification of the desert and turned his attention to the legends and fragmentary tales told about the region. Many of these stories indicated that considerable wealth remained in abandoned mines to the north and in several ruins scattered throughout the desert.

The origin of these ruins fascinated Rary. Further research revealed them to be the remains of a kingdom which had once stood here. Legends suggested that a powerful artifact known as the *scorpion crown* had brought about the kingdom's demise. Determined to find the crown and, if possible, neutralize its curse, Rary ordered his troops to search the desert.

Initial reports were encouraging. The Bright Desert did indeed hide numerous ruins, and many of these still contained considerable wealth, which was immediately placed in Rary's treasury. Unfortunately, no evidence was found of the mysterious *scorpion crown,* although the search continues.

The Nation's Arms

As Rary sees it, the Bright Lands are now united as a single nation. He has declared that they require a set of arms in the same manner as the other nations of the Flanaess.

The Bright Lands' arms are blazoned with gules, a gauntlet grasping a crescent, proper, in chief azure, and three stars proper. The gauntlet and crescent represent the combination of magic and military force necessary for the Bright Lands' survival, while the three stars are one of Rary's own emblems.

These arms may also be displayed bearing a crest in the form of a black unicorn, Lord Robilar's personal sigil. This symbolizes Lord Robilar and the vital role he played in the birth of the new nation.

The Army

Lord Robilar's army is an eclectic combination of many disparate elements. The elite core of the army consists of Rary's Paynim bodyguards, who serve the wizard fanatically, despite the fact that they are far from home and facing an uncertain future. The core also includes Robilar's personal retinue who, despite their small numbers, possess great martial skills and near-unbreakable morale.

The fierce Tukim warriors, who revel in battle and give little thought to who they fight for or why they fight, help supplement Rary's and Robilar's personal forces as elite troops. Other tribes serve as shock or missile cavalry, or as bow-armed infantry. Robilar is making attempts to train some of these desert men as pikemen, but the lack of wood for pikeshafts has proved something of a problem.

Then there are the norkers which Robilar conquered early on. Slow, quarrelsome, and somewhat stupid, the norkers have nonetheless proved to be useful as low-grade infantry, absorbing enemy attacks while the rest of the army maneuvers into position. Proud of their position in the army, the norkers never cease boasting about their martial prowess, and many have an overdeveloped sense of their own importance.

Rary and Robilar have tried to recruit other troops into the new army, including giants and ogres from the Abbor Alz and the awesome desert centaurs. So far, they have met with little success, although several ogre tribes have expressed interest in fighting for Rary if there is loot to be obtained.

Statistics for Rary's troops follow, with BATTLESYSTEMTM statistics in italics. The equipment

listings represent average equipment and these may vary from individual to individual.

Rary's Paynims

Light Cavalry (200): AC 7, MV 24; HD 1; #AT 1; Dmg ld6 (light lance or short bow), SZ M; ML 11-12; THAC0 20 AD (8)6; AR 8; Hits 2; ML 12; MV 24

Medium Cavalry (350): AC 5; MV 18; HD 1; #AT 1; Dmg ld6 + 1 (medium lance); SZ M; ML 12-13; THAC0 20 AD 8; AR 7; Hits 2; ML 13; MV 18

Robliar's Guard

Light Cavalry (100): AC 8; MV 18; HD 1; #AT 1; Dmg ld6 (light lance or short bow); SZ M; ML 13-14; THAC0 20 AD 6*6; AR 9; Hits 2; ML 14:MV24 Range: 5/10/15

Heavy Cavalry (200): AC 3; MV 15; HD 1; #AT 1; Dmg ld8 + 1 (heavy lance) or ld8 (broadsword); SZ M; ML 14-15; THAC0 20 AD (10)8; AR 6; Hits 3; ML 15; MV 15

Archers (300): AC 8; MV 12; HD 1; #AT 1; Dmg ld6 (shortsword or longbow); SZ M; ML 14-15; THAC0 20 6*6; AR 9; Hits 1; ML 14; MV 12 Range: 7/14/21

Pikemen (250): AC 5; MV 12; HD 1; #AT 1; Dmg ld6 (pike or shortsword); SZ M; ML 15- 16; THAC0 20 AD 6; AR 7; Hits 2; ML 14; MV 9 Second and third ranks can attack in melee

Tukim Nomads

Light Cavalry (500): AC 8; MV 18; HD 1; #AT 1; Dmg ld6 (light lance) or ld8 (scimitar); SZ M; ML 13-14; THAC0 20 AD (8)6; AR 9; Hits 2; ML 13; MV 24

Archers (1,000): AC 8; MV 12; HD 1; #AT 1; Dmg ld8 (scimitar) or ld6 (composite bow); SZ M; ML 13-14; THAC0 20 AD 6*4; AR 9; Hits 1; ML 12; MV 12 Range: 5/10/15

Other Nomads

Light Cavalry (750): AC 8; MV 18; HD 1; #AT 1; Dmg ld6 (light lance) or ld8 (scimitar); SZ M; ML 10-11; THAC0 20 AD (8)6; AR 9; Hits 2; ML 11; MV 24

Archers (1,500): AC 8; MV 12; HD 1; #AT; Dmg ld6 (composite bow) or ld8 (scimitar); SZ M; ML 10-11; THAC0 20 AD 6*4; AR 9; Hits 1; ML 10; MV 24 Range: 5/10/15

Dervishes

Light Cavalry (100): AC 7; MV 18; HD 1; #AT 1; Dmg ld6 (light lance) or ld8 (scimitar); SZ ; ML 16-17; THAC0 20 AD (8)6; AR 8; Hits 2; ML 20; MV 24

Norkers (2,000): AC 3; MV 9; HD 1 +2; #AT 2; Dmg ld6/1-3; SZ M; ML 11-12; THAC0 19 AD 8; AR 6; Hits 1; ML 12; MV 9

Rary and Robilar

The two chief conspirators against Greyhawk, now reviled as its greatest villains, survive deep in the Bright Desert, working to create and strengthen a new kingdom which they intend to be the foundation of a future empire.

Lord Robilar, Marshall of the Bright Lands, Warden of the Brass Hills (15th-level fighter): AC -4 *(plate +3, shield* +3); MV 12; hp 89; Str 18/78; Dex 16; Int 11; Wis 16; Con 18; Cha 16; #AT 2; Dmg ld10+6 (en-*chanted two-handed sword,* see following); AL LE; THAC0 4

Magical Items: metal *destrier* (see following), *blade of black ice* (see following), *plate* armor + *3, shield* + *3, + 1 bow, flying carpet, ring of spell turning, ring of invisibility, horn of blasting, girdle of storm giant strength*

Lord Robilar, Rary's companion and military commander, is a grim, black-haired, saturnine man with a brooding countenance, deep-set eyes, and a short goatee. In battle, he wields the *Blade of Black Ice,* a sword said to have been forged by Iuz himself. Seemingly made of ice, the blade inflicts 1d10+3 points of damage (with an additional + 3 for Robilar's Strength bonus), as well as acting as a *sword +3, frost brand.* The bonus against fire-based creatures is therefore + 6 (+ 9 with Strength bonus). With this sword, Robilar suffers no ill effects for wearing his armor in the desert.

Robilar also fights while wearing his *girdle of storm giant strength,* which gives him an effective Strength of 24 (+ 6 to hit, + 12 damage in addition to his other bonuses), and allows him to hurl rocks for 1-12 points of damage.

Robilar spends most of his time leading Rary's armies against recalcitrant nomads or centaur tribes. He rides the desert on his enchanted steed, a mechanical destrier created by Rary. This steed has all the statistics of a heavy warhorse, except that it is AC 2, and it never needs food or water. The steed must also rest at least four hours per day, or it ceases functioning until it has done so. Physically, it resembles a great, smooth-skinned warhorse with gleaming silver skin and burning yellow eyes. If damaged, it regenerates lost hit points at a rate of 1-4 per day, unless it was reduced to zero hit points or less, in which case it is irrevocably destroyed.

When Robilar's troops sacked Otiluke's and Tenser's citadels, they carried off several of the dead mages' magical items, including Otiluke's *horn of blasting,* which Robilar now carries.

Robilar began his career as an adventurer, seeking his fortune in the company of such Greyhawk luminaries as Mordenkainen, Bigby, Serten, and from time to time, Rary the Mage. Although his alignment slowly changed from neutral to evil over the years, Robilar remained trustworthy and friendly, if somewhat gruff. In those days it was said that his three greatest loves were adventuring, magic, and information.

Robilar reached the pinnacle of his career when he was named a Lord of Greyhawk, but by this time he had begun to grow weary of his old friends, especially those mages who had formed the Circle of Eight. Feeling that all the others had grown soft and weak as a result of their prestigious positions, Robilar maintained friendly relations only with Rary. When Rary approached him with his scheme for grabbing power, Robilar embraced it wholeheartedly.

Far from being angered at the failure of Rary's plots, Lord Robilar has taken to his new role with relish. He is truly in his element, a leader of men (among other things), riding the desert or soaring above it on his *flying carpet,* seeking battle and adventure. He has personally participated in several exploratory missions and hopes to find the *scorpion crown* himself, and thus win glory for his new nation. His black unicorn banner has already become a symbol of the new nation's power or, for those tribesmen not under Rary's sway, its wickedness.

Rary remains a friendly man, although if moved to violence, he will fight in a direct and brutal fashion, with little regard for fair play or the rules of chivalry. He has a soft spot in his black heart for adventurers, seeing in them the devil-may-care sort of freebooter whom he himself once was. Adventurers captured by Robilar personally will find him a charming man. If captured adventurers impress him favorably with tales of their derring-do, he may simply have them escorted to the Abbor Alz and released with a stern warning never to return. Should the adventurers ignore this warning, Robilar will not be so friendly the next time they meet.

Robilar is fanatically loyal to Rary and the Kingdom of the Bright Lands, and at this time he would never think of challenging his lord. Of course, Robilar has changed before, and the great power which Rary now wields could prove a potent motivation for him to change once more and betray his ruler.

Rary the Traitor (24th-level mage): AC -7 *(bracers of defense ACO, ring of protection + 5, staff of the* mag/); MV 12; hp 52; Str 7, Dex 11, Con 12, Int 19, Wis 19, Cha 16 (18 to Paynim and Bright Desert nomads);/tAT 1; Dmg ld6+5 (*quarterstaff +5*); AL NE; THAC0 13

Spells: 5 1st, 5 2nd, 5 3rd, 5 4th, 5 5th, 5 6th, 5 7th, 5 8th, and 4 9th.

Magical Items: *bracers of defense AC O, ring of protection +5, staff of the magi,* gem of see*ing, helm of*

brilliance, ring of mind shielding, ring of animal control, rod *of beguiling, stone destrier, wand of paralyzation, ioun stone* (pale green; adds 1 level of experience and additional spells accordingly).

Outwardly, little has changed about the great mage in the past years. He still wears tan robes of Baklunish design, his green eyes still sparkle and shine, and his good looks persist despite his age. His manner remains quiet and thoughtful, and his passion for learning is undiminished.

Rary's changes have all been wrought on the inside. What was once good in Rary's heart and soul has been lost, possibly forever. That energy which he once spent in learning the secrets of the past is now bent toward using those secrets for conquest and personal glory. And while Rary retains his affection for the Paynim nomads, it has been long since he has seen his friends, and rumors of his treachery have begun to spread throughout the plains.

Today, Rary is obsessed with acquiring personal power and accomplishing his mission "to set the world right." Although he is possibly the most powerful single mage in the Flanaess, he feels that this is not enough.

Rary's agents and warriors constantly scour the desert, subverting tribes to his cause, searching for lost wealth and arcane magic. His research has led him to believe that a fabulous device, known only as the *scorpion crown,* is to be found somewhere in the desert. With this item, Rary hopes to command an invincible army and bring the contentious Flanaess firmly under his stern but enlightened control. It no longer matters to him that his methods for achieving this vision of utopia are thoroughly evil and despicable.

Before escaping from Greyhawk, Rary also managed to steal Otiluke's celebrated green *ioun stone.* He uses it to artificially boost his experience level. He has since become interested in *ioun* stones, their nature, powers, and origin. One of his own pet theories is that the Bright Desert is a potential source of natural *ioun stones,* but so far his attempts to prove this theory, and gain unthinkable power for himself, have proved fruitless.

Chapter 2: The Bright Desert and Environs

As we passed through a region of high dunes, the hot sun beating down upon us like the eye of a malevolent god, we were suddenly set upon by a horde of nightmarish creatures, the likes of which I had never before seen, and, fates willing, never hope to see again.

Above the waist they were human-appearing, although of a savage and unkempt demeanor. Below the waist, however, they were beasts, much like the centaurs of our own woods. But their lower quarters were nothing so mundane as a simple horse. These beasts' bodies were those of huge scorpions, with great segmented legs, waving tails, and deadly stingers.

Down they came on us, voicing hideous battle cries, swinging crude polearms and swords, striking down my first mate and several seamen before we realized what was happening. Not only did the things wield their weapons with deadly accuracy, but their evil stings inflicted horrid wounds, and several of my shipmates died or fell insensible from such attacks. The scorpion-men dragged off the bodies of our fallen comrades, but to what grisly end I do not know.

At length, with the loss of half our number, we were able to retreat back to the ship, and we set sail, glad to get the accursed desert behind us. I have never returned to this region, nor do I ever wish to do so.

From the memoirs of Grandy the Mariner of Monmurg

Minor entries in writings like Grandy's may well have piqued Rary's curiosity, and that helped him decide that the Bright Desert was the place to found his empire. Described as an intriguing, but inaccessible place of savage nomads and harsh climatic conditions, with potentially vast mineral wealth, the Bright Desert lay unexplored and untouched for centuries. The region has suddenly regained prominence as the home to Rary's new empire, and it may well hold the key to the future of the region, for good or ill.

The following section describes the geography, climate, biology, and inhabitants of Rary's empire. While the primary emphasis is on the Bright Desert, the Abbor Alz wilderness is described also, since the current affairs of the two regions have become inextricably linked.

Geography and Climate

The Bright Desert is well-named. Most of its 250-mile length is composed of shining, shifting dunes, with a few oases scattered here and there. Mean daily temperature can reach as high as 120 degrees at midsummer and swiftly plunge to near-freezing after the sun has set. Hot winds periodically scour the desert, creating sandstorms which can last for hours at a time. The men and creatures who inhabit this land are a hardy, dangerous lot.

Around the perimeter of the dunes lie patches of hardpack, or scrub desert, where plant life of a sort flourishes. Hardy, scraggly shrubs and twisted pine trees, some hundreds of years old, grow in the rocky soil, nourished by the mere sprinkling of water that the region receives each year.

Rising above the scrub plains are the hills of the Abbor Alz, a region of rugged, steep hill-sides and treacherous canyons. Like the desert, the Abbor Alz is home to hardy, hostile humans and animals. Although the Abbor Alz is arid and dusty throughout much of the year, it harbors stands of hardy scrub pine and oak, and during the rainy season (from mid-Fireseek through early Planting), small streams appear, rise to flood, and vanish overnight.

Survival in the Desert

Any desert is a harsh climate, and the Bright Desert is harsher than most. Located in a waterless bowl, with scant rainfall each year, the Bright Desert challenges even the hardiest wilderness survival expert.

Detailed rules for desert survival may be found in the *Wilderness Survival Guide*. If this is not available, the following simple guidelines may be used.

A character who goes without water in the desert loses ld6 points of Constitution per day. As the character's hit point bonus drops, subtract the appropriate number of hit points.

When a character's Constitution reaches zero, the character has died.

This assumes that the character is appropriately dressed for the desert, in light protective clothing with head covering. If the character is wearing less, or if fighters, for example, insist on wearing heavy plate armor in the desert, increase the rate of Constitution loss by what you consider an appropriate amount. It should never be more than double the stated rate, however.

The Survival proficiency can help characters find food and water in the desert, as described in Chapter 5 of the Player's *Handbook*.

Flora and Fauna

Life forms native to the Bright Desert are both hardy and dangerous. Such familiar animals as camels and jackals dwell in the desert, particularly near oases and in the scrub regions. Deadly species such as giant ant lions, poisonous snakes, and fire toads survive even in the deep desert. The desert also harbors a species of giant insect known as the pernicon, prized by the nomads because its antennae are highly accurate water-diviners.

The greatest scourges of the Bright Desert are the giant scorpions, which often lie in wait beneath the dunes and emerge without warning, and the savage manscorpions, which attack anything and anyone they see. These strange creatures haunt the nightmares of even the bravest nomad warrior.

Plant life is confined to the date palms and rich shrubbery of oases and a few lone cacti that scratch out an existence in the open desert. Vampire cacti, dangerous plants that survive by draining the moisture of other living things, are a constant hazard, although intelligent inhabitants of the desert have learned to recognize and avoid them.

Wildlife is more varied in the Abbor Alz, where the climate is somewhat more hospitable. Such familiar species as mountain lions, wild boar, and bears may be found in the hills. Dangerous species include trolls, hill giants, ogres, and the undead creatures of Azak-Zil (see Chapter 3).

Woolly Bay and the Sea of Gearnat are seas south of the desert. They are rich, tropical waters, frequently traveled by merchantmen and prowled by pirates. Giant sharks cruise these waters, hoping to feast on debris or an occasional seaman from passing ships. Intelligent races such as ixitxachitl and sahuagin have been found in these waters, but the high frequency of armed ships and mariners prepared for combat help discourage any violent action.

The hulls of numerous ships litter the ocean floor, giving rise to legends of lost treasure. Sailors repeat tall tales of aquatic undead, rising to take vengeance on those living souls who violate their graves. A number of lacedon and seawolves have been reliably reported in the region, indicating that some of these tales may be true.

Sailors also tell stories of an ancient mist dragon or dragon turtle who either revels in the deaths of sailors and the destruction of their ships or engages them in intellectual discussions and rewards them with gems and gold. These tales are generally discounted as the fantasies of bored mariners, but the area may well harbor both species.

History

The Bright Desert and surrounding regions have languished in the backwaters of history until very recently. The region's early history, although largely unknown, may yet play a vital role in current events.

Once, over 2,000 years ago, a Flannish kingdom called Sulm ruled the central portion of what is now called the Bright Desert. Constant warfare with desert nomads and internal unrest led Sulm's rulers to delve into forbidden magic and the worship of evil gods. Finally, after a long slide into decadence, the land's last king, a sorcerer named Shattados, appealed to one of his wicked deities for a boon, a magical item which would enable him to be his people's unquestioned ruler.

Shattados's wish was granted, but in a way that both he and the Sulm people would soon regret. A crown appeared to him in the shape of a great scorpion. Eagerly, Shattados donned it, expecting it to simply bend others to his will. It did far more. The gods of evil are possessed of a perverse sense of humor, and Shattados was about to be the victim of an unpleasant practical joke. In an agonizing moment, he was transformed into a monstrous scorpion and his people into the wild manscorpions which still plague the desert. In less than a day, the kingdom of Sulm ceased to exist, and perhaps, far away, in an isolated corner of an evil plane, dark laughter echoed.

Those nomads and centaurs who were not citizens of Sulm were unaffected by the curse and soon returned to their nomadic lifestyles, fighting each other and the manscorpions with equal vigor. Within a few generations, the kingdom of Sulm had vanished from memory, and the desert was as it always had been.

The Inhabitants

Several intelligent races inhabit the Bright Desert and Abbor Alz. Although manscorpions might be described as "intelligent," their ceaselessly aggressive nature qualifies them more as monsters than anything else. Humans, duergar, norkers, and a unique race of centaurs may all be found in the neighborhood of Rary's empire.

Men

Humans make up the bulk of the region's inhabitants. The Bright Desert Nomads are a hardy race of Flannish extraction. Intent on finding richer, more fertile lands to the north, the Suloese nomads who migrated through the region largely bypassed the Bright Desert region, but the nomads still harbor a deep distrust of outsiders.

The Nomads

There are dozens of tribes in the desert, ranging in size from several dozen to more than a thousand. The harsh climate had bred these tribes into violent, surly people, who hold each other in only slightly more regard than they hold most outsiders. Power, military or magical, is the only thing which can unite the tribes, and Rary is prepared to demonstrate both in order to win the nomads to his cause.

Bright Desert nomads have some cultural similarities to the Paynims of the west, although they are of Flannish descent. Camels are unknown in the Bright Desert. These nomads ride hardy desert ponies (see *wild horse* in the *Monstrous Compendium).* They wear light robes or buckskin, and enjoy creating bright jewelry such as armbands and headbands of bone, brass, leather, and colored beads.

The nomads worship a pantheon of minor nature spirits, led by Beory the Oerth Mother, and Obad-Hai, the Sbalin, Lord of the Wild Places. The nomads fear Nerull the Reaper and his minions, many going so far as to suggest that Rary himself is an emissary or avatar of this god of death and darkness.

Mages are virtually unknown among the nomads, who treat magic with superstitious dread. Even those tribes who actively support Rary are fearful of his magic. Druidic and shamanic spellcasting is rare and usually only practiced in larger tribes, but it is accepted as proof of the Shalm's power and benevolence. Oddly enough, the nomads have no restrictions on the use of enchanted weapons, despite their professed fear of magic.

The nomads possess a strongly patriarchal, honor-driven warrior culture. Women are, at best, only trusted servants of men. Other tribes, especially foreigners, are fit only for occasional trade or savage warfare. This situation has resulted in a region constantly at war, with blood feuds and vendettas decimating entire tribes and preventing any contact with the outside world. The menace of the manscorpions and desert centaurs complicated matters further.

Quarrelsome and provincial even in the best of times, the Bright Desert nomads are divided in their reactions to Rary's newly-declared kingdom. Some, weary of constant warfare, welcome his presence and freely acknowledge Rary as their ruler. Others have remained neutral, waiting to sec what Rary will do. Still others are openly hostile, denouncing Rary as a foreign meddler or, worse still, a diabolical spellcaster with dark motives and darker plans for the people of the region.

Such competing views of the land's new ruler have done nothing to settle this violent and strife-torn region. Nomads loyal to Rary battle those who oppose him, while those who remain neutral are under intense pressure from both sides. Rary seems destined to eventually triumph,

uniting all the nomads, willing or unwilling, under his banner, as he is backed up by professional troops, the military skill of Lord Robilar, and his own awesome magical powers.

The Barbarians

The situation in the Abbor Alz is somewhat different. The barbarians of the hills have always been independent, always reveled in fighting both each other and the non-humans of the region, and are only too willing to unite to keep it that way. Rary's power base is not strong enough to take on these barbarians, especially in their rugged homeland, and for the time being he limits his activities to trade and sporadic diplomatic contacts with the Ab-bor Alz humans.

The barbarians are of mixed Suel-Flan stock, who worship deities of strength, bravery, and warfare, such as Pelor, Fortubo, and Llerg. They share the nomads' dread of Nerull, but usually include several other evil deities, such as Beltar and Tharizdun as Nerull's servants. Less superstitious and somewhat more wise in the ways of the world than the desert nomads, the barbarians of the hills do not consider Rary to be a minion or avatar of some wicked god, but do know unbridled ambition when they see it.

Barbarian culture is somewhat less divisive than the nomads'. Although warfare and blood feuds are frequent, the barbarians are fully capable of uniting against a common enemy. An Abbor Alz tribesman feels that he should be the only one allowed to kill other Abbor Alz tribesmen, and is willing to fight to keep it that way.

The barbarians also differ from the nomads because the women have far more freedom. While rule is strictly patriarchal, women may be advisors, sub-chiefs, warriors, clerics, and even war-leaders if they have proven their abilities to other warriors' satisfaction.

Dislike of magic and mages is common here, but like the nomads, clerical and druidic spellcasting, as well as the use of magical weapons, are completely acceptable.

Despite the fact that the barbarians' culture is somewhat less restrictive than the nomads', they are still a surly, insular lot who revel in driving out foreigners who dare trespass on their lands. The rugged terrain is the barbarians' greatest ally, and few explorers who enter this region return to tell about it.

Duergar

There is evidence that the Abbor Alz was once home to a tribe or tribes of hill dwarves, but none survive today. Apparently, the dwarves may have been a trading colony or offshoot of the Iron League and were wiped out or driven from the Abbor Alz by their hereditary enemies, the duergar. These evil dwarves, normally confined to the Underdark and other inaccessible places, have begun showing themselves more and more frequently as Rary makes contact with them and their leader.

After securing the area for themselves, the duergar took over the dwarven mines and began to exploit the considerable mineral wealth of the region. Soon, however, the duergar began to quarrel among themselves and came under increasing pressure from the barbarians, who regarded them with fear and distrust. Eventually, weakened by internal squabbling and faced with open warfare with the humans, the duergar collapsed the mines and retreated to the Underdark. Lacking the skill or inclination to reopen the mines, the barbarians declared victory and returned to their own favorite past-time of attempting to kill each other.

Exactly what happened in the Underdark is open to conjecture, but several decades later the barbarians began encountering duergar again. This time the duergar were united, well-equipped and well-trained, and met human force with force of their own. Brave barbarians who ventured into the duergar's caves discovered that the dwarves had been united under a single leader. The identity of that leader remained a mystery for many years as the duergar reopened the mines and once more began to dig for iron, copper, gold, silver, and other valuable minerals. Human attacks on the mines met with little success, for the duergar were apparently led and inspired by a vast, malign intelligence. Since then, the barbarians have learned that the duergar's leader was a non-dwarf known only as "Father Eye."

Whatever the mysterious leader's true identity, the duergar are back in force. Rary is fully aware of their presence and has engaged the duergar in an alliance of convenience, trading weapons and magical assistance for gold and other raw materials. These activities have not escaped the notice of the barbarians who treat the duergar with fear and hatred, and have little love for spell-casters such as Rary. It is not known whether Rary has determined the true identity of Father Eye.

Whether Father Eye and his duergar will ever become a part of Rary's empire is not certain, but even as allies of convenience they are proving extremely valuable. Should the barbarians take concerted action against the duergar, Rary will be forced to help them defend themselves. Much of his diplomatic effort to this point has been directed toward preventing the barbarians from taking such steps.

Desert Centaurs

Distinct from the familiar sylvan species of centaur, desert centaurs roam the dunes of the Bright Desert, struggling bitterly with the other inhabitants of the desert. Discovered only recently because of the remoteness of their homeland, desert centaurs are the subject of considerable scientific interest, and several noted scholars have proposed expeditions to the desert to study them. The dangers of such an expedition have proved more than

most are willing to risk simply to satisfy others' scientific curiosity.

Desert centaurs are the highly civilized (for the Bright Desert) descendants of a race of centaurs that once served the kingdom of Sulm. Granted autonomy by treaty, the centaurs proudly served the humans as mercenaries. A hand-picked group of centaurs served as the king's personal bodyguard. The weapons and armor granted by the kingdom to its favored servants are still preserved and treasured even to this day.

The centaurs fought bravely, their morale and skill with arms becoming known throughout Sulm and beyond. When the kingdom grew evil, however, the centaurs began to question their involvement with it. Since the beginning of time, they had fought those who would have defiled their home, and treated friends and foes with bravery and honor. By the time Shattados's curse transformed the humans into twisted and evil manscorpions, the centaurs had all but abandoned their former allies.

Today, Rary's agents constantly approach the centaurs, offering them employment and alliance, and Rary realizes that they will make near-invincible allies. So far, remembering the death of Shattados's empire and the evil which it spawned, the centaurs have rebuffed all of Rary's advances. As Rary's empire grows in strength and unity, the centaurs meet around campfires. The varied tribes contemplate a grand alliance in order to pursue one last, and possibly doomed, crusade against those who would defile their desert.

Other Races

Isolated bands of trolls, hill giants, and ogres inhabit the Abbor Alz. These creatures are violent, savage, and hostile, and are constantly at war with each other, as well as the human barbarians. Travelers are considered easy targets by these creatures, and are advised to use caution at all times. Hill giants will sometimes trade with the barbarians and have been known to let travelers go if they surrender all their wealth. But generally, the giants are every bit as dangerous as the trolls and ogres.

Getting to the Desert

There are several routes that adventurers can take to reach the Bright Desert. The most obvious, the overland route, is also the most hazardous. The twisting ravines and steep-sided hills of the Abbor Alz are a danger in themselves. The Abbor Alz barbarians, monsters, and resurgent duergar make travel by land chancy at best.

The only direct route through the hills winds through the Abbor Alz south of the Duchy of Urnst. It is known as Knife's Edge Pass because it is a narrow and treacherous route, snaking along precipitous hillsides, above deep canyons, and through rocky, broken terrain. More details on this pass and its dangers may be found in Chapter 3.

The sea route to the desert may look simple, but it is every bit as difficult as overland travel. The environs of Woolly Bay and the Sea of Gearnat are alive with pirates from the Pomarj and the Wild Coast, as well as independent sea raiders with no fixed home. Storms periodically ravage the region, particularly in the spring and autumn. The coast of the Bright Desert has no sheltered anchorages, and is suitable only as a temporary stopping point. Experienced mariners see no point in stopping along the desert coast in any event, for there are no settlements and little forage is available.

Sailors on ships that spend any time anchored near the desert may also find themselves prey for pirates or dangerous sea animals. The most that adventurers can hope for from local sailors is to be left on the coast and retrieved at some mutually agreeable future date. Should a party of explorers not be back by the appointed time, most sailors will not waste their time waiting.

Spellcasters and those with exotic means of travel such as flying carpets and airships, can avoid many hazards by flying over the Abbor Alz and approaching the Bright Lands from above. Even this approach is not without peril. Dangerous updrafts and sudden windstorms can throw fliers off course or send them spinning to disastrous crash landings.

Encounters

The encounters on following tables may be used to supplement normal encounters in the region.

ABBOR ALZ

Die Roll	Encounter
01-10	Men, Barbarians
11-15	Men, Bandits
16-25	Dwarves, Duergar
26-30	Ogres
31-35	Trolls
36-40	Giants, Hill
41-50	Rary's Patrols
51-00	Use Standard Encounter Tables

THE BRIGHT DESERT

Die Roll	Encounter
01-15	Men, Nomads
15-25	Men, Dervishes
26-35	Manscorpions
36-45	Centaurs, Desert
46-55	Rary's Patrols
56-00	Use Standard Encounter Tables

Description of Encounters

Abbor Alz

Barbarians: The barbarians of the Abhor Alz are honor-driven warriors with an inherent distrust of strangers. But they do not attack without provocation. So strangers who act politely and make no threatening moves receive a -2 bonus to their reaction roll, but a result of "Friendly" is automatically changed to "Indifferent." Barbarians never flee unless outnumbered at least two-to-one, so a result of "Flight" under these circumstances is automatically changed to "Cautious." The barbarians are inclined to look favorably upon those of proven courage. Anyone who slays a tribal enemy, be it troll, duergar, or rival human tribe, receives a -3 reaction bonus from any Abhor Alz barbarian who witnesses the battle.

The barbarians fight with crude broadswords but do not wear armor. They are always on the lookout for trade and will exchange gems, gold, and jewelry for fine weapons.

Abbor Alz Barbarians (3-30): AC 10; MV 12; HD 1; hp 1-6: Int Varies; #AT l, Dmg ld8 (broadswords); SZ M; ML 11-13; AL N or CN; THAC0 20; XP 15

Bandits: The Abbot Alz has become a haven for escaped criminals, highwaymen, and other criminals. All are desperate men. Hungry, haggard, and under constant pressure from the barbarians, these bandits prefer flight to battle if outnumbered (change "Cautious" to "Flight" if the bandits are outnumbered), but fight ferociously if they think they have a chance of winning (+ 3 modifier to all encounter rolls if the bandits' numbers are equal to or greater than their opponents).

Bandits are equipped with swords, bows, and a wide variety of cast-off armor. Some bandits are mounted. There is a 25% chance that a bandit possesses a light warhorse.

Bandits (2-20): AC 6-9; MV 12; HD l, hp 1-6; Int Varies; #AT l; Dmg ld6 (bows)or ld8 (broadswords); SZ M; ML 9, AL NE or CE; THAC0 20; XP 15

Duergar: These evil dwarves are back in the region after a long absence. Now united under a leader whom they refer to as "Father Eye," the duergar are fired with the fanatical desire to reclaim the land that they consider theirs. There is a + 3 modifier to all encounter rolls with the duergar, regardless of party size or composition. They all wear fine armor, often emblazoned with a single round eye, the symbol of their leader. Captured duergar are notoriously uncooperative if asked to reveal secrets.

Rary has made contact with the duergar and trades with them on reasonably friendly terms. Anyone able to convince the duergar that they are acting as Rary's representatives receives a -3 bonus to their reaction roll. As per normal encounter rules, there is a 10% chance that a party of duergar will be accompanied by 2-8 steeders. For every four normal duergar, there will be one 2HD + 4 duergar, and if a band of nine duergar is encountered, a tenth one of 3HD + 6 or 4HD + 8 will lead the group.

Duergar (2-19): AC 4; MV 6; HD 1 +2; Int Average to genius (8-17); #AT 1; Dmg ld4 + 1 (hammer or pick); SA Surprised on 1 only (ldl0); SD Save at +4; SZ S, ML 13; AL LE; THAC0 19; XP 420

Duergar Leader: AC 4; MV 6; HD 2 +4; Int Average to genius (8-17); #AT 1; Dmg ld4+ 1 (pick) or ld4 (light crossbow); SA Surprised on roll of 1 only (ldl0); SD Save at +4; SZ S; ML 13; AL LE; THAC0 19; XP 650

Duergar Leader: AC 2; MV 6; HD 3+6; Int Average to genius (8-17); #AT 1; Dmg ld4 + 1 (hammer); SA Surprised on roll of 1 only (ldl0); SD Save at +4; SZ S; ML Elite (13); AL LE; THAC0 17; XP 975

Duergar Leader: AC 2; MV 6; HD 4 +8; Int Genius (17); #AT In Dmg ld4+ 1 (hammer); SA Surprised on roll of 1 only (ldl0); SD Save at +4; SZ S; ML 13; AL LE; THAC0 17; XP 1,400

Steeder: AC 4; MV 12; HD 4; Int Non (0); #AT 1; Dmg ld8; SA Cling; SD Leap; SZ Mn ML 11; AL N; THAC0 17; XP 120

Ogres: Accustomed to constant conflict with trolls, giants and humans, Abbor Alz ogres attack aggressively unless it is obvious that they cannot win. Groups of 11 or more ogres are accompanied by a tribal leader. If 16 or more are encountered, two leaders and a chieftain are present.

Ogres (2-20): AC 5; MV 9; HD 4+ 1; hp 25; Int Low (5-7); #AT 1; Dmg ldl0; SA +2 to damage; SZ L; ML 11-12; AL CE; THAC0 17; XP 175

Ogre Leader: AC 3; MV 9; HD 7; hp 30-33; Int Low (7); #AT 1; Dmg 2d6+3; SA +2 to damage; SZ L; ML 11-12; AL CE; THAC0 13; XP 420

Ogre Chieftain: AC 4; MV 9; HD 7; hp 34-37; Int Low (7); #AT 1; Dmg 2d6+6; SA +2 to damage; SZ L; ML 11-12; AL CE; THAC0 13; XP 650

Trolls: Although relatively rare in the Abbor Alz, trolls are a constant danger. They favor ambush, rolling rocks down upon their victims, then furiously attacking at close range. The Abbor Alz barbarians look very favorably on trollslayers, and spend a great deal of time tracking down and exterminating trolls themselves.

Trolls (1-12): AC 4; MV 12; HD 6+6; hp 40-44; Int Low (5-7); #AT 3; Dmg ld4+4 (x2)/ld8 +4; SA +5 with weapons; SD Regeneration; SZ L: ML 14; AL CE; THAC0 13; XP 1,400

Hill Giants: Most of the time, hill giants of the Abbor Alz are aggressive, flinging rocks at enemies and attacking without quarter. On occasion, however, hill giants will allow travelers to go their way in exchange for all their possessions, or agree to trade, especially if their opponents are obviously powerful or more numerous. Such incidents are rare however, and most Abbor Alz barbarians consider giants to be opponents every bit as dangerous and evil as trolls and ogres.

Hill Giants (1-12): AC 4; MV 12; HD 8 + 1-2; hp 55-60; Int Low (5-7); #AT 1; Dmg ld6 or weapon (2d6 +7); SA Hurl rocks for 2d8; SZ H; ML 13-14; AL CE; THAC0 9; XP 3,000

Rary's Patrols: Rary's troops patrol the Abbor Alz to maintain a token military presence in the region, or to make contact with the barbarians or duergar. They do not like travelers, as Rary would like to keep outsiders away from his still-vulnerable empire, so all encounters have + 3 penalty.

If one of Rary's patrols is encountered, roll 1 d6 to determine its composition. A roll of 1-3 indicates a light patrol, 4-5 a medium patrol, and 6 a heavy patrol.

Light Patrol: This is a cavalry force composed of Rary's desert nomads, Paynim horse archers, and/or mounted members of Robilar's guard, led by a single fifth-level officer.

Light Horsemen (2-12): AC 7; MV 24; HD 1; hp 6; Int Average (8-10); #AT 1; Dmg ld6 (light lance) or ld6 (short bow); SZ M; ML 11-12; AL N(E); THAC0 20; XP 15

Officer (5th-level fighter): AC 6; MV 24; HD 5; hp 35; #AT 1; Dmg ld6 (light lance) or ld6 (short bow); SZ M; ML 14; AL NE; THAC0 16; XP 175

Medium Patrol: A medium patrol is identical to a light patrol, except that the horsemen are mounted on medium warhorses, are armed with medium lances, and are AC 5, while the officer is AC 3.

Heavy Patrol: Rary's heavy patrols include foot troops to help support the mounted forces and norkers used as low-quality spear fodder.

Light Horsemen (2-12): AC 7; MV 24; HD 1; hp 6; Int Average (8-10); #AT 1; Dmg ld6 (light lance) or ld6 (short bow); SZ M; ML 11-12; AL N(E); THAC0 20; XP 15

Medium Horsemen (2-8): AC 5; MV 18; HD 1; hp 6; Int Average (8-10); #AT 1; Dmg ld6+ 1 (medium lance); SZ M; ML 11-12; AL N(E); THAC0 20; XP 15

Heavy Horsemen (1-6): AC 3; MV 15; HD 1; hp 7; Int Average (8-10); #AT 1; Dmg ld8 + 1 (heavy lance); SZ M; ML 13-14; AL N(E); THAC0 20; XP 15

Officers (1-3 5th-level fighters): AC 3: MV 18; hp 35; #AT 1; Dmg ld6+ 1 (medium lance); SZ M; ML 14; AL NE; THAC0 16; XP 175; 10% chance of magical weapon

Captain (8th-level fighter): AC 3; MV 15; hp 60; #AT 3/2 rounds; Drag ld8 + 2 (heavy lance), SZ M; ML 15; AL NE; THAC0 13; XP 650; 25% chance of one magical weapon, 10% chance of two magical weapons

Infantry (6-24 1st-level fighters): AC 8; MV 12; hp 5; #AT 1; Dmg ld8 (scimitar); SZ M; ML 16; AL NE; THAC0 20; XP 15

Norkers (3-30): AC 3; MV 9; HD 1 + **2; hp 6-9;** Int Low (5-7); #AT 2; Dmg ld6/ld3; SZ S; ML 11; AL CE; THAC0 19; XP 35

Bright Desert

Nomads: Bright Desert nomads are warriors with a fanatical desire to defend their homeland. They wear light armor or fine chainmail and fight with lance and scimitar. All are mounted on light warhorses.

The desert is presently in ferment as the tribes battle over their loyalty to Rary. Nomads encountered will be either loyal to Rary (50% chance), fighting against Rary (35%), or neutral (15 %). Individuals and parties who can persuade the nomads that they are of a like mind regarding Rary receive a -3 bonus to reaction rolls. Neutral nomads do not care and cannot be influenced either way. Unless characters can persuade the nomads that they are on their side in the struggle for or against Rary, any "Friendly" encounter results are changed to "Cautious."

Nomads (4-40): AC 6 or 9; MV 24; HD 1; hp 1-6; Int Varies; #AT 1; Dmg 1-6 (light lance) or 1-8 (scimitar); SZ M; ML 13-14; AL N or CN; THAC0 20; XP 15

Dervishes: Certain fanatical nomad tribes are driven by religious or social fervor, and fight with merciless intensity. Nearly all (90%) of these dervishes oppose Rary, but their numbers are small, and they are special targets of Robilar's troops. Dervishes wear little or no armor and fight with lance and scimitar like other nomads. All ride light warhorses.

Dervishes encountered will automatically be friendly toward anyone who can prove that they are enemies of Rary.

Dervishes (6-36): AC 10; MV 24; HD 1; hp 1-6; Int Varies; Dmg 1-6 (light lance) or 1-8 (scimitar); SZ M; ML 20; AL CN(G); THAC0 20; XP 15

Manscorpions: These savage, inhuman creatures were created centuries ago as the result of a curse which wiped out their thriving empire. Once men, the manscorpions' only remaining joy is to seek vengeance against all those normal beings who do not suffer as they do. Manscorpions automatically attack any beings they encounter and fight to the death.

Manscorpions (1-12): AC 1; MV 24; HD 8; hp 50-62; Int Low to average (5-10); #AT 2; Dmg weapon/1-10 +poison; SA poison; SZ L; ML 15-16; AL CE; THAC0 13; XP 1,400

Desert Centaurs: Intelligent, cultured and brave, desert centaurs fight all their enemies with savage efficiency. Rary's presence and his constant overtures toward them has left the centaurs confused and fearful of a return to the evil ways of the past. They are eager for news and information about Rary and his true intentions, and are always at least "Cautious" toward anyone who approaches in a friendly manner (any other result is changed to "Cautious").

Desert Centaurs (3-24): AC 5; MV 24; HD 5; hp 30-40; Int Average (8-10); #AT 3; Dmg 1d6 (x2)/weapon; SD + 1 AC vs. missiles; SZ L; ML 13-14; AL LN(G); THAC0 14; XP 270

Chapter 3: People, Places, and Things

And so did Shattados the Cruel, Lord of the Lands Between the Mountains, call upon the gods of evil, saying, "Lo! Am I not a great lord? Are my domains not vast and do my people not speak my name with dread? And yet, my land is not at peace and my people obey me not! Great Tharizdun, Master of Darkness and Decay, hear me now! Give me a token so that I may rule unquestioned and my peo-pie may bow down to me and me a/one?

And the Lord of Decay heard Shattados's entreaty, and granted him a gift, a kingly crown of black metal in the form ora terrible scorpion. With great joy did Shattados don the scorpion crown, but the Lord of Decay had tricked his servant. Shattados 's form was changed and his people became as beasts. The great empire which belonged to Shattados vanished into the sands and today is no more. Its ruins are ravaged by the descendants of Shattados and his people are shunned and feared. The riches of these people still lie untouched, but the terrible scourge of Shatta-dos's children prevents any man from claiming them.

From "A Chronicle of the Flan People" by Rexidos the Scholar of Greyhawk

Unexplored for hundreds of years, the Abbor Alz and Bright Desert have become places of deadly dangers and ancient curses. This chapter describes these places, as well as notable individuals who may be encountered in the course of adventuring. The information is keyed to the large fold-out map which accompanies this product.

The Bright Lands do not merely consist of points on a map. Characters associated with each location are described and DM's guidelines are given for handling them in play. After the specific locations, characters who are not associated with any specific place are listed, and finally, information on specific items, magical and otherwise, which adventurers might encounter, including the awesome and evil *scorpion crown.*

Where appropriate, referee's notes give secret details about each location and answers to any mysteries presented. These explanations are not absolute. DMs who do not like the descriptions may adapt or completely change them if they desire.

Places

Dagger Rock

Dagger Rock is a sharp, ugly formation rising out of the desert, surrounded by acres of broken rock and rubble. It serves as a navigational aid for the nomads.

DM's Notes: Unknown to most, Dagger Rock also harbors one of the most powerful individuals in the Bright Desert, Volte, a 1,000-year-old blue dragon (wyrm). Volte has slumbered here for over a century, and emerges

occasionally to devour horses, centaurs, and the occasional unwary nomad.

Once, from his lair in the Stark Mounds, Volte was the terror of Geoff and Sterich until he was driven out by a band of powerful wizards and paladins aided by the Greyhawk dragon Schemley. Badly wounded, Volte fled to Dagger Rock with but a fraction of his treasure. He has spent the last 120 years recovering and growing stronger. His hoard, though greatly reduced, is still a kingly sum, and contains several notable magical items, including an *amulet of the Cairn Hills, a staff of thunder and lightning,* and the legendary sword, *Equalizer of Gran March,* long thought lost or destroyed.

Rary is no fool and has managed to deduce that not only did Volte survive his final confrontation, but currently lives in Rary's new kingdom. Realizing that Volte would make a valuable ally, Rary decided to make contact with the dragon. As his first emissaries were summarily eaten and thus unable to report back, Rary was forced to visit Volte personally, or at least in illusory form. A long and quite stimulating conversation ensued, and finally Volte agreed to at least consider Rary's offer of alliance.

One of Rary's most intriguing offers was to assist Volte in taking vengeance against Schemley, who still lives and continues to do good in the Crystalmist Mountains and points west. The dragon is still considering, for he is at an age where decisions take a very long time.

Volte (blue dragon): AC -7; MV 9/Fl 30/Br 4; HD 21; hp 150; Int Very (12); #AT 4; Dmg ld8 (x2)/3d8/22d8 + 1 l; SA Special; SD Variable; SZ G; ML 20; AL LE; THAC0 -3; XP 16,000

Fool's Rest

So named because, in the opinion of the Abbor Alz barbarians, only fools would rest here. This barren valley hides a deep fissure at one end, where local legend says a fierce beast lives. Near the fissure it becomes apparent that something is unusual. The bones of animals and sometimes men lie scattered about, along with numerous mystical carvings and offerings, which appear to be intended to ward off the evil in the cave.

DM's Notes: The beast in the cave is an ancient chimera which emerges from time to time to hunt. Old and wily, the chimera sometimes hides in the crags above the fissure and swoops down on unsuspecting hunters who are expecting it to emerge from its cave. Because of its great age, the chimera has higher hp and AC than normal chimerae.

The chimera has accumulated a substantial hoard with several fine weapons, including a *vorpal sword* and magical items such as a *Bis-selite wand of peace.*

Chimera: AC 5/4/2; MV 9/Fl 18; HD 10; hp 72; Int Semi (3); #AT 6; Dmg 1-3 (x2)/ld4 (x2)/2d4/ 3d4; SA Breath weapon; SD Nil; SZ L; ML 14; AL CE; THAC0 10; XP 5,000

Fort Whiterock

This isolated outpost was built on the ruins of an ancient Sulmish fortress, and today houses a garrison of 100 of Rary's troops. A recent nomad assault on the position ended in catastrophe for the attackers when they discovered that Rary was in the fortress aiding its defenders. Since then, local nomads have sworn loyalty to the Bright Lands and caused little trouble.

The fort gained its name from the white granite of its walls, strengthened by the combined labor of Rary's norkers and summoned yuggoloth.

Captain Zhora, a former Greyhawk guardsman, commands the garrison. She and the troops have been growing bored and lax in their duties of late, and are looking forward to being relieved.

DM's Notes: The local nomads do not want to risk another attack on the fort. Their loyalty to Rary is genuine but only partially voluntary.

The real threat to the garrison is a militant faction of desert centaurs who wish to goad Chief Strongbow (see *Gai Hut)* into open warfare with Rary. To this end they have noted the laxness of Zhora's garrison and are planning an assault that they hope will lead to the war which they desire.

Captain Zhora (garrison commander, 8th-level fighter): AC 2; HD 8; hp 40; #AT 1; Dmg ld8 (scimitar); AL NE; THAC0 13; XP 975

Gai Hur

This singular formation resembles an enormous column of rock rising from the desert floor. No one knows its origin. Perhaps it is a natural formation or the remnants of some mysterious Sulmish monument. Today it serves as a navigational aid in the desert and, more importantly, as a meeting place for the tribes of desert centaurs who wander the desert.

Each spring and fall equinox, the centaurs gather here to feast, talk, and make decisions about issues that affect their race as a whole. These events are grand affairs, with thousands of centaurs gathered, clad in colorful finery, engaging in races, archery contests, songs, dances, and feats of skill. Strangers are welcome at these events and friendly human nomads attend often. Visitors are required to surrender all weapons, however, and acts of bloodletting are strictly forbidden, although occasional fistfights and wrestling matches are acceptable.

DM's Notes: Conversation at recent meetings has, not surprisingly centered on Rary's new kingdom and how the centaurs should respond to it. Many still speak of the fall of Sulm so many generations ago and are fearful of any human kingdom. A minority favors friendship and service to Rary. But so far, a charismatic centaur leader named Strongbow has managed to keep the tribes neutral. Pressure is building, from both Rary and his opponents, and the centaurs will have to make a decision soon.

Strongbow (desert centaur chieftain): AC 5; MV 24; HD 7; hp 40; Int High (13); #AT 3, Dmg ld6 (x2)/1d8 (scimitar), SD + 1 AC vs. missiles; AL LN; THAC0 12; XP 650

Geshtai's Spring

The nomads claim that the goddess Geshtai once visited this place, blessing it and causing what was once a bare patch of desert to bloom, put forth lush greenery, and produce pure, cool water. Doubtless, the spring is a place of rare beauty, resembling a small tropical jungle in the deep desert, but the nomads of the region hold it in such esteem that they do not allow outsiders to visit it. Rary has so far chosen not to violate the spring, but the tales surrounding it make it intriguing, including the legend that its waters have mystical effects on those who drink them.

DM's Notes: The legend of the spring is true, at least as far as the water's effects are concerned. The spring's water acts as a random potion when drunk. Unfortunately for most drinkers, there are a few drawbacks. Geshtai is a neutral goddess and those who are not of true neutral alignment run risks when drinking from the spring. Neutral drinkers will always receive a beneficial effect. If the result of the die roll is a harmful potion, roll again. Those of partially neutral alignment, such as neutral good or chaotic neutral, have a 25% chance of a harmful effect. Those with no neutral alignment at all, such as lawful good or chaotic evil, have a 50% chance of harm.

A single individual may receive only one magical drink from the spring per week. Subsequent drinks prove cool and refreshing, but have no magical effects. Nomads in the region consider it sacrilege for a foreigner to drink from the spring and will not hesitate to slay the offender should they learn of his or her actions.

The Ghost Tower of Inverness

This ancient and mysterious tower (described in *C2, Ghost Tower of Inverness)* is said to have been raised by an ancient wizard named Galap-Dreidel. It is intended to guard the fabulous enchanted item known as the *soul* gem. Legend holds that the item can pull the souls from living creatures and that it is protected by hordes of creatures. The tower itself is held in permanent stasis by Galap-Dreidel's magic, so that time does not pass there, and its occupants do not need food, water, or sleep. Tales claim that Galap-Dreidel vanished years ago, leaving his tower behind, still guarded by its watch-beasts. Many have sought the ghost tower, but few have succeeded even in entering.

DM's Notes: This information is included for DMs who own adventure C2 and wish to incorporate it into their campaigns. Others may develop their own layout for the ghost tower or may ignore this entry altogether.

Griffon's Nest

Located in a hidden gorge near Knife's Edge Pass, this small fortress serves as headquarters for the self-styled "Bandit King" of the Abbor Alz, Hugo the Axe. With a retinue varying from 100-300 bandits and miscellaneous camp-followers, Hugo exercises little real authority over the region's bandits despite his pretentious title. Bandits use the fortress for refuge and accept Hugo as "king," but ignore his authority at all other times.

Nevertheless, Hugo and his small band of loyal cutthroats are supremely dangerous. Those who dwell in Hugo's fortress are all vicious criminals with large rewards, or even death sentences, on their heads. Although they owe Hugo little loyalty, they will fight for him if the fortress, and their refuge, is threatened.

The Abbor Alz barbarians, although they hate the bandits and fight them at every opportunity, have learned through bitter experience that Hugo's fortress is tough to infiltrate. Although they would like to see Griffon's Nest gone, the barbarians cannot directly assault it. Any individuals offering information on the fort's layout, or assistance in taking it through trickery will be greeted enthusiastically.

Hugo remains in power through the services of many. They include his bodyguard which consists of 50 human bandits of considerable skill and ruthlessness (3rd-level to 5th-level fighters), an exiled Almorian wizard named Pharmon who was driven out by the forces of the Great Kingdom, and two ogre brothers named Clar and Slar, who are, for some unknown reason, unswervingly loyal to the Bandit King.

The fortress is of apparent dwarven make, with extensive tunnels and warrens honeycombing the hills behind and below it. Hugo has stocked it with enough provisions to supply an army through a long siege, and many of the tunnels emerge in the canyons around the fortress, enabling the bandits to stage devastating ambushes on approaching forces.

Not even Hugo knows the true extent of the tunnels, which may well be connected to other tunnel complexes in the region, or reach as far down as the Underdark. Early on in his occupation of the fortress, Hugo's forces were troubled by strange noises deep underground, unexplained but frightening sightings of shadowy creatures, and the disappearances of severe work parties.

Unable to stop the incidents, Hugo ordered suspect tunnels sealed and placed under guard. While this reduced the frequency of disappearances, it did not eliminate them entirely, and today the noises, sightings, and disappearances continue, though at a reduced rate.

DM's Notes: The dwarves who once occupied this fortress tunnelled very deeply in their search for silver and copper beneath the hills. In the process they encountered a group of illithids who reacted in typical fashion, wiping out the dwarves. When Hugo and his men arrived many years later, the mind flayers were still there, although their numbers had declined. They immediately began to prey upon Hugo's forces, but were somewhat slowed when their main tunnel routes were blocked. Today, they still manage to penetrate the fortress, grabbing lone bandits and vanishing into the darkness. Captives are consumed or made into slaves. Some human slaves are compelled to lure their fellow humans into the mind flayers' clutches since slaves earn an extra month of continued existence for every comrade they draw into captivity.

Hugo the Axe (l0th-level fighter): AC 2; HD 10; hp 76; #AT 3/2 rounds; Dmg ld8 +2 (axe +2); AL LE; THAC0 11; XP 1,400

Pharmon (9th-level wizard): AC 10; W9; hp 22; #AT 1; Dmg ld4 +3 *(dagger* +3); AL LE; THAC0 18; XP 1,800

Spells: Level one (4): armor, *feather fall,* magic *missile* (x2)
Level two (3): *detect invisibility, knock, Mel£s acid arrow*
Level three (3): *blink, fireball* (x2)
Level four (2): *Evard's black tentacles, ice storm*
Level five (1): *wall of iron*

Clar and Slar (ogres): AC 5; MV 9; HD 4+ l; hp 25, 26; Int Low (5); #AT 1; Dmg ldl0; SA +2 to damage; SD Nil; $Z L; ML 11; AL CE; THAC0 17; XP 175

Hugo's Bodyguard (50 3rd-level to 5th-level fighters): AC 7; hp 25; #AT 1; Dmg ld8 (scimitars); AL NE; THAC0 17

Histak

Under the rulership of the ranger Kamuk, the village of Histak has managed to negotiate the narrow path of neutrality in the struggle between Rary and the nomads. Kamuk has forbidden any fighting on lands claimed by Histak and has opened the village to anyone who requires aid. He and a number of experienced healers have turned Histak into an efficient field hospital, where the wounded on both sides can receive the best of care. As this works to Rary's advantage, he has given Robi-lar orders to stay away from Histak, confident that once the war is over, Kamuk will join him.

Kamuk (9th-level ranger): AC 8; HD 9; hp 58; #AT 3/2 rounds; Dmg ld8 (scimitar); AL LG; THAC0 12; XP 1,400

Spells: *cure light wounds*

Ildai (chief scout and healer, 9th-level ranger/8th-level cleric): AC 8; HD 9; hp 46; #AT 3/2 rounds; Dmg ld8 (scimitar); AL NG; THAC0 12; XP 1,400

Spells: Level one (3): *bless, create* water, *cure light wounds*
Level two (3): *aid, dust devil, silence* (15' radius)
Level three (3): create *food &* water, *cure blindness, cure disease*
Level four (2): *cure serious wounds* (x2)

Kalki's Leap

"The Leap," as its garrison calls it, is Rary's main fortress in the southern region of the Brass Hills. Along with many of Rary's other installations, it was built practically overnight by enforced yuggoloth labor. Completely surrounded by steep, winding canyons and hillsides, and defended by thick granite walls, the Leap is virtually impregnable. Currently 100 light cavalry, 50 heavy cavalry, and numerous norkers inhabit the fortress. Lord Robilar is considering a major campaign to wipe out the last vestiges of resistance in the south, in which case The Leap's population is likely to increase soon.

Chukai (garrison commander, 8th-level fighter): AC 4; HD 8; hp 60; #AT 3/2 rounds; Dmg ld8 + 1 (scimitar + 1); AL N; THAC0 13; XP 650

Captain Morik (executive officer, 5th-level fighter): AC 6; HD 5; hp 30; #AT 1; Dmg ld8 (broadsword); AL NE; THAC0 16; XP 175

Kalundi

This small village crouches in the protective shelter of the Brass Hills. Kalundi now happily pays tribute to Rary in exchange for defense against desert raiders. Rary, for his part, does not tax the village excessively, and maintains a small garrison with strict orders to simply defend Kalundi and take no liberties with its citizens.

The village is located at the head of a deep valley. An adobe wall closes off the mouth of the valley and protects the village and farmland beyond. Despite the wall, the villagers have always had to be on guard against raiders. Now, with defensive measures largely handled by Rary's troops, the Kalundis are happier, and can turn their full attention to farming, building, and maintaining their goat herds.

Molmi, Village Hetman (Sth-level fighter): AC 8; HD 8; hp 55;#AT *3/2* round; Dmg 2d4 (khopesh); AL LN; THAC0 13; XP 650

Turgl, Wise Woman (7th-level cleric): AC 10; HD 7; hp 37;#AT 1; Dmg ld4 (dagger); AL LN; THAC0 16; XP 650

Spells: Level one (3): *bless, cure light wounds, protection from evil*
Level two (3): *aid, silence* (15' radius), *spiritual hammer*
Level three (2): prayer, *speak with dead*
Level four (1): *cure serious wounds*

Knife's Edge Pass

The Knife's Edge Pass is the only continuous path through the Abbor Alz, but it only barely qualifies as a pass. It is narrow, tortuous, infested with monsters and haunted by Hugo the Axe and "his" bandits. It is traveled only rarely. Numerous frightening tales are told of the Knife's Edge. There are also tales, from the days when trade with the Bright Desert was more common, of whole treasure caravans disappearing into gorges, never to be seen again. It is said that spirits wander the pass at night, crying out for vengeance, and that unpleasant creatures tunnel through the surrounding hills, emerging in the dark of night to drag off unsuspecting travelers. Even if such tales are false, the depredations of the bandits, trolls, ogres, and barbarians, as well as the dangerous route through twisting canyons, sheer ravines, and boulder-strewn trails, are more than enough to keep sensible travelers far away from the Knife's Edge.

DM's Notes: The bandits and other hazards of the region are quite sufficient to keep an average party on its toes. If further challenges are required, however, such horrific creatures as swordwraiths, wyverns, and mind flayers from nearby cavern complexes may make an appearance.

Kolum Oasis

This oasis is currently occupied by Rary's forces. After exterminating a nest of manscor-pions that had been attacking nearby tribes, Rary's troops have gained the loyalty of local nomads. A cluster of ruins lies a day's march from the oasis, and Rary's forces are preparing an expedition to search for treasure and the *scorpion crown.*

The Mines

The central focus of Rary's ambitions in the Abbor Alz are the mines. They are home to the duergar and their mysterious leader, Father Eye. The mines are described in detail in Chapter 4.

Necropolis of Unaagh

This site is well known to the Bright Desert nomads, but it is never spoken of openly. The ancient burial ground of Sulm now lies rotting beneath the desert sun, ravaged by winds and scoured by sand. The necropolis consists of row upon row of long, tiered mausoleums, all filled with the mortal remains of Sulmish nobles, sorcerers, kings, and priests. The necropolis was once a place of considerable beauty, with ornately carved and decorated buildings, pleasant gardens and shrines where mourners could remember the departed. Unaagh is now a place of ruin and decay.

The nomads believe the necropolis to be filled with gold and other treasures in the form of funerary offerings and personal wealth interred with its owners. But the nomads cannot easily be persuaded to discuss the place. The treasure is not unguarded, of course, for un-dead roam the necropolis in huge numbers. A vast army of skeletons, ghouls, zombies, crypt things, Sons of Kyuss, and other creatures roams the streets each night, and prowls the buildings by day, swarming after any living thing encountered.

The undead exist only in the region of the necropolis. The undead that move or are carried even a few yards from its buildings immediately collapse into inanimate heaps of bone. Whether the undead exist to protect the riches hidden in the necropolis or as a further ghoulish effect of Shattados's curse, no one knows. The nomads know only that the city is a shunned, evil place, one which travelers are well advised to avoid.

Rary has sent search parties to the necropolis to search for the *scorpion crown,* or to at least find clues as to its location. So far, none has returned, leading Rary to consider visiting the site personally, but well-equipped with defensive spells and escape devices, of course.

DM's Notes: Every imaginable type of un-dead creature stalks the dim, decaying pits and hallways of Unaagh. Many are self-willed, simply wandering restlessly, seeking vengeance on the living. But most are under the control of the lich Drokkas, who was once an 18th-level wizard, and Shattados's chief rival as ruler of Sulm. Slain well before Shattados's curse transformed Sulm, Drokkas lived on because of his hatred of Shattados and his desire to one day rule the kingdom himself. Now, glowering upon a throne of bones and ancient stonework, Drokkas plots to restore Sulm and rule over an empire of death. Drokkas is assisted by the undead remains of his loyal retainer, Baron Krumik. Unfortunately for both, Drokkas' malign influence does not extend beyond the necropolis, so neither he nor any of his undead slaves can survive leaving its vicinity.

Drokkas (lich): AC 0; MV 6; HD 15; hp 75; Int Supra-genius (19); #AT 1; Dmg ldl0; SA Special; SD + 1 or better to hit; SZ M; ML 18; AL LE; THAC0 6; XP 7,000

Baron Krumik (spectre and loyal retainer): AC 2; MV 7 +3; HD 7 +3; hp 45; Int High (13); #AT I; Dmg ld8; SA Energy drain; SD + I or better to hit; SZ M; ML 15; AL LE; THAC0 13; XP 3,000

The Pits of Azak-Zil

The Pits of Azak-Zil are described in the *GREYHAWK® Adventures* hardcover book. These pits were once the site of a dwarven mine, and were dug to extract iron, gold, and possibly mithral from a "falling star" which an ancient Aerdish scholar claimed had landed in the region. When communication with the mines ceased, and undead creatures began to creep from the hills, the entire project was abandoned. Today, few claim to have seen the mines and those who have say that it is infested with undead, particularly highly cunning and intelligent races of ghouls and ghasts.

DM's Notes: As described in *GREYHAWK Adventures,* the magical stone which fell from the skies exerts a malign influence over its environs. Anyone who dies within five miles of the pits wfil rise as undead unless *blessed.* Undead within one mile of the pits are turned at -5, those at two miles at -4, and so on. Currently, the stone is held by the lich of a 16th-level dwarf cleric.

Plain of Spears

This grim, desolate wasteland of rock, rubble, and blowing sand is the site of the kingdom of Sulm's final battle against the neighboring kingdom of Itar, its last rival for power in the region. Ancient fragments of metal, bones, and the remnants of weapons lie scattered everywhere. The howl of the wind is a constant companion.

Local legend claims that the site is infested with swordwraiths. Each night, it is said, the creatures continue to fight their final battle, as well as any unfortunates who happen to wander into the region. The plain is a place of sad tales and evil repute, and would be best avoided were it not for the rumors of lost treasure and fabulous enchanted weapons to be found there.

DM's Notes- The Plain of Spears is a grim, madness-inducing place, but it harbors great wealth in the form of lost paychests, personal treasure, and magical items which lie here untouched. Numerous lesser magical items such as + 1 and + 2 weapons or armor may be found, although treasure hunters will often be forced to battle the items' original owners, now in the form of undead creatures. The bodies of generals and legendary warriors bear enchanted armor, weapons, or other items of great power, including a *tiger cioak of Chakylk, the horn of the* Bart/er *Peaks,* and a *wand of wonder.*

Rary's Tower

Rary's tower was transported from Ket and extensively renovated by Rary's yuggoloth servants. It is described in detail in Chapter 4.

The Ruins of Darkbridge Temple

The ruins are isolated in the desert and, like most sites of the vanished kingdom of Sulm, shunned by the nomads. This was once a place dedicated to the worship of Sulm's dark gods. Now in ruins, the site is said to be cursed, and the nomads claim that anyone who visits it will inevitably sicken and die. The aboveground portion of the temple is known to harbor poisonous snakes and manscorpions. No one knows the extent of the underground portion of the temple, but ancient tales state that large numbers of sacrificial victims could be housed there, and that elaborate ceremonies were often performed. Recently, local nomads loyal to Rary have begun to experience unexplained disappearances and blame some malevolent force in the temple ruins. They beg their new king for aid.

DM's Notes: The underground complex harbors numerous undead, the remains of prisoners and temple priests, as well as a tribe ofjermlaine and the usual array of dungeon scavengers. The disappearances do indeed originate at the ruins and are the work of the shadow dragon Smoke, who recently moved to the temple from the Abbor Alz. Smoke emerges at night to prey on surrounding lands and has so far managed to keep his existence a secret, but he may eventually come into conflict with Rary and Volte, the blue dragon of Dagger Rock.

Smoke (shadow dragon): AC -8; MV 18/Fl 30/Jp 3; HD 16; hp 80; Int Genius (17); #AT 4; Dmg ld6 (x2)/3d6/4d4 +2; SA Special; SD Variable; SZ H; ML 16; AL CE; THAC0 1; XP 17,000

The Ruins of Shattados's Palace

This location, hiding place of the elusive *scorpion crown,* is described in Chapter 4. The palace's ruins are not specifically located on the map, but may be placed anywhere the DM feels is appropriate.

The Ruins of Utaa

Utaa was once the thriving capital of Sulm. Sand has eaten up most of the city now, leaving only the central hub of palaces and temples rising above the desert floor. Surrounding these ruins are acres upon acres of ancient buildings, all buried under shifting sands. From time to time, the wind reveals a building or two, allowing entrance and possible exploration. This is not always desirable however, for the buildings may house things best left undisturbed, and the fickle winds can suddenly rebury the structure, interring would-be explorers with their quarry forever.

Nomads tell stories of the buried ruins being inhabited by undead, scorpions, tentamort, and even tanar'ri summoned by the city's evil inhabitants and now trapped on this plane. Rary's forces have made several excavations, seeking to fully explore and map the city, but so far the weather and the difficulty of the work have foiled any extensive work.

DM's Notes: The city is truly vast. It consists of over 100 square miles of homes, temples, castles, palaces, and every other imaginable type of structure. It was swallowed up by the desert after Shattados's curse took hold, and the city still contains substantial amounts of wealth. But reaching the wealth and wresting it from the various creatures which still lurk beneath the sand could be more trouble than even the most experienced adventurer can handle.

The city may also serve as an entrance to or exit from the Underdark, for many of the city's palaces and castles featured deep dungeons, and the people of Sulm delved into many forbidden subjects before their evil kingdom was finally destroyed.

The Ruins of Zarak

These ruins, fully described in the *GREYHAWK® Adventures* hardcover book, are the remnants of a once-prosperous dwarven city, founded to exploit the mineral wealth of the Pits of Azak-Zfi (see previous page). When the mines were destroyed by an alien artifact, Zarak was abandoned. Today, its empty halls and ruined dwellings are inhabited only by an occasional barbarian tribe which never stays for long, trolls, ogres, hill giants, and undead creatures that have crawled from the pits. As the departing dwarves, in typical fashion, took all their wealth with them, there is little to draw the average adventurer to this sorrowful place.

Shembai Oasis

This oasis is important as a source of water, supplies, rest, and shade, but is remarkable because nomads visit it only during daylight and always leave well before sunset. They will not explain why this is, but it is obvious that something about the oasis frightens the nomads. Careful inspection of the oasis reveals what might be ancient foundations of finished stone, but no other artifacts are immediately apparent.

DM's Notes: A Sulmish wizard once performed trans-planar experiments on this site, and the oasis' bad reputation is the result of a semi-active gate to the Abyss that still exists. Each night at sunset the gate produces 1-2 true, I-4 greater, 2-8 lesser, or 2-12 least tanar'ri, who ravage the oasis and its vicinity, then vanish at dawn. The tanar'ri endeavor to drag any mortals they find back to the Abyss with them.The Tower of Sleep

The nomads of the deep desert tell tales of a tall, white tower that appears in desolate areas, then mysteriously disappears. It is so named because anyone who approaches the tower is said to lapse into a deep sleep, which lasts until the tower has vanished.

Theories, legends, and tales abound as to the identity of the tower's occupant. Some claim that a fiend or evil god, chained by the forces of good, seeks to escape from the tower. Other stories tell of a grim, undead wizard who moves the tower from place to place to steal the dreams of sleeping victims. Still others suggest that a beautiful sorceress uses the tower to travel between worlds, and returns to the Bright Desert between journeys.

DM's Notes: The Tower of Sleep is the refuge of the last surviving human citizen of Sulm, the wizardess Shemeya. When Shatta-dos's curse began to take hold, the wizardess was able to transport herself and her tower into a bubble of magical energy, shielding her from the curse's effects. Inside the bubble, time slowed to a crawl. As Shemeya moves her home from place to place, she attempts to find a way to reverse the curse and possibly restore her land.

The tower itself is a single blue-roofed white spire surrounded by a flickering, silvery glow. The interior seems far larger than the outside, for it exists partially in the Astral Plane. She-meya is served by a number of loyal followers such as golems, aerial servants, and automatons, all of which will not hesitate to fight anyone who seeks to violate the tower.

Unless protected from magic in some fashion, anyone approaching within 100 yards of the tower must successfully save vs. spells each minute or fall into a deep sleep until the tower vanishes. On occasion, an individual has managed to reach the tower, only to be ejected by its guardiam, s. Shemeya has not had living visitors in many years.

Should adventurers approach Shemeya and successfully communicate their good intentions, she welcomes them and behaves in a friendly manner since she has been alone for quite some time now. She does not leave her tower, but can be a mine of information about the Bright Desert and its vanished kingdom. She looks with special favor on anyone willing to help her lift the curse. Shemeya is aware of Rary and his intentions, but has yet to decide what, if anything, to do about him.

Shemaya (19th-level mage): AC 5; HD 19: hp 50; #AT 1; Dmg ld8 (staff); AL CG; THAC0 14; XP 9,000

Spells: Level one (5): *affect normM /ires, dancing lights, detect magic, hold portal, magic missile*
Level two (5): *blindness, darkness* (15' radius), *ESP, flaming sphere, stinking* cloud
Level three (5):/ireball (x2), *haste, invisibility* (10' radius), *protection from evil (10'* radius) Level four (5): *confusion, dimension door, ice storm, minor globe of invulnerability, wall of /ire*
Level five (5): *advanced illusion, cloudkill, monster summoning III, passwall, wall of iron* Level six (3): *anti-magic shell, geas, project image*
Level seven (3): *limited wish, Mordenkainen's sword, spell turning*
Level eight (3): *clone, incendiary cloud, prismatic wall*
Level nine (1): *meteor swarm*

Tulwar Oasis

This small but lush spot in the desert now serves as a watchpost for Lord Robilar's army. A small garrison of 24 light horsemen and a group of a dozen or so norkers lives in tents and periodically patrols the desert, reporting anything unusual or suspicious to Rary.

DM's Notes: Those desert nomads and centaurs who remain independent are considering mounting an attack on the Tulwar Oasis. Though not likely to disrupt Rary's plans in any serious way, it will at least prove that his enemies can still harm him.

U1 Bakak

This village, located on the border between the hills and the desert, is one of the major places for trade between the Bright Desert nomads and the Abbor Alz barbarians. An unwritten truce prevails in U1 Bakak, where members of rival tribes, or even those engaged in blood-feud, can meet, trade, and associate without fear. Anyone who violates this truce is immediately slain by those who witness the attack, but no violation has occurred in decades.

Chief Kumhaik (11th-level fighter): AC 4; HD 11; hp 78; #AT 2; Dmg ldl0 (two-handed sword); AL N; THAC0 10; XP 2,000

Var Oasis

Var is a major oasis that serves hundreds of nomads every month. Robfiar's troops have so far left it alone, hoping to persuade nomads in the region to join the kingdom without coercion, but ff Rary's patience grows short they may occupy the oasis, causing enormous suffering.

People

Individuals not associated with any specific location are described in this section. These characters may be used in the course of normai gaming or to spice up an otherwise dull encounter.

Kendyra of the North

This mysterious individual was born 25 years ago to the Snow Barbarians of Soull. Dissatisfied with the simple northern life, she left with a merchant caravan and made her living as a mercenary warrior and scout, finally arriving in the City of Greyhawk. After making a name for herself in several celebrated adventures, she was contacted by the wizard Mordenkainen, and recruited as a special agent. Mordenkainen's somewhat suspicious nature led him to keep Kendyra's services secret from several members of the Circle, including Rary. After serving Mordenkainen well, Kendyra was eventually allowed to visit the Obsidian Citadel, the wizard's secret fortress.

When Rary founded his new kingdom in the Bright Lands, Mordenkainen immediately dispatched Kendyra to the region, with orders to gather information on Rary's progress and to organize what resistance she could to his rule. So far, she has won the friendship of a tribe of desert centaurs, as well as some of Rary's more fanatical dervish enemies.

Kendyra is a tall, slender woman, her hair bleached near-white by the sun and her once pale skin now dark, in contrast with her pale blue eyes. She dresses in buckskin and desert robes and rides a gray horse named Tinhead (her fondness for the horse is tempered by its rather stubborn nature). lf encountered, she does not discuss her mission unless she is sure that the party is opposed to Rary.

Kendyra (8th-level ranger): AC 8; HD 8; hp 52; #AT 3/2 rounds; Dmg ld8 +2 *(broadsword +2)*; AL LG; THAC0 13; XP 650

Spells: *cure light wounds*

Shozthal

Shozthal might be considered, at best, a hermit. He wanders from place to place, clad in rags, mumbling to himselL and making odd hand gestures at all whom he encounters. He is old and wrinkled, his skin a dark, weathered brown. Black eyes squint from his wizened face. Many of the nomad tribes consider him a holy man, touched by the gods and often take his seemingly random mumblings as obliquely-worded prophecies. Anyone who harms Shozthal is certain to earn the enmity of nearby tribes.

DM's Notes: Whether Shozthal is indeed a simple wandering madman or something more, is up to the DM. Possible suggestions are that he is actually a cursed wizard, an immortal survivor of Sulm who managed in some fashion to avoid Shattados's curse, or a secret agent for an outside kingdom who feigns madness simply to divert suspicion. Statistics for Shozthal will vary depending on what the DM decides to do.

Tolan Kal

No one knows this wandering dervish's original tribe. He considers himself a citizen of the desert, traveling from tribe to tribe, stirring up anti-Rary sentiment and trying to unite all the nomads into a force which can expel the upstart wizard from their lands. He has met with little success, for many tribes have embraced Rary, hoping that he will lead them to greater glory.

DM's Notes: Tolan Kai is a handsome, bearded man who habitually wears black robes and carries an antique enchanted scimitar which dates back to the days of Sulm. This item, the *scimitar of light,* is fully described later in this chapter.

Tolan Kai will assist anyone who can prove that they oppose Rary, although sometimes his assistance can be worse than none at all. An honor-obsessed dervish with no fear of death, Tolan insists on fighting Rary's agents wherever he finds them, even against impossible odds. That he has survived so far is either the result of incredible luck, or that he is indeed the gods' chosen champion, as he sometimes claims.

Tolan Kai (lOth-level ranger): AC 3; HD 10; hp 75;#AT 3/2 rounds; Dmg ld8 +4 *(enchanted scimitar,* see following); AL LG; THAC0 11; XP 1,400

Spells: Level one (2): *animal friendship, cure light wounds*
Level two (1): charm *person*

Lord Falyn

Lord Falyn was once a noble paladin in service to the empire of Sulm. He fought against the evil which eventually destroyed his kingdom, and for his trouble was assassinated by a decadent young prince. Still devoted to his land, he refused to pass on to a higher plane and returned to Sulm in spirit form. After driving his killer mad, Falyn then attempted to stop the spread of evil in Sulm. Unable to stop $hatta-dos's curse from taking hold, he now wanders the Bright Lands, lamenting the tragedies of the past and hoping to someday aid in lifting the curse.

If encountered, he approaches the party, his pale form shimmering, moaning piteously. While he takes no offensive action, his appearance is that of a ghost or other evil spirit. He cannot speak unless first spoken to, but if addressed, tells his story and appeals to the characters for assistance. If nothing else, he can provide valuable information about the Sul-mish empire and its fall. While he helps the characters as best he can, he cannot physi-cEly attack, and cannot leave the Bright Lands until the curse is lifted and his spirit can pass on.

Lord Falyn (spirit): AC -2; MV 12; HD 10; hp 60; Int High (14);#AT 0; Dmg 0; SA Nil; SD Nil; ML 20; AL LG; THAC0 11

Enchanted Items

Several unique magical items exist in the Bright Desert and Abbor Alz. Most noteworthy is the powerful and evil artifact, the *scorpion crown,* but other items of considerable power may also be found in this region.

The Scorpion Crown

An artifact of enormous evil power, the *scorpion crown* is currently in the ruins of Shatta-dos's Palace. Physically, it resembles a large scorpion crafted of heavy, cold, black iron in the form of a crown, with the legs encircling the head, and the stinger curling up over the head. It radiates a high degree of both magic and evil.

While the crown is clearly very powerful, it has no real practical uses, instead bearing a terrible curse. Anyone unfortunate enough to place it on his or her head will experience its curse firsthand. The wearer is agonizingly transformed into a master scorpion, with no saving throw possible. Any individual who owes the wearer allegiance in any form must then successfully save vs. spells at - 5 or be transformed into a manscorpion. It is Rary's hope that he can circumvent the negative aspects of the crown and bend the manscorpions of the desert to his will.

The crown's area of effect is limited to the Bright Desert and Abbor Alz. If it is taken from there, the original curse will still be active, but the crown will not, for example, cause Iuz to turn into a master scorpion and his barbarian allies to turn into manscorpions. Rary is unaware of this aspect of the crown's powers, which will make it useless to him even if he manages to avoid the curse.

The Bright Desert can still be saved from the scourge of Sulm's descendants. If the crown is eliminated, all manscorpions and monarch scorpions are immediately destroyed, and the Bright Desert slowly begins to revert to a reasonably fertile, if somewhat arid, region. These changes take place over a century or more, and will not affect ongoing campaigns.

Of course, destroying the crown is no easy matter. As described in Chapter l0 of the *DUNGEON MASTER' Guide,* artifacts are vastly powerful items, and can only be destroyed by extraordinary means. The exact means of destroying the crown is up to the DM. Suggestions include dropping it into one of the active volcanoes in the

Hellfurnaces, melting it in the breath of a lawful good great wyrm, taking it to an outer plane (such as the Negative Material Plane) where it cannot exist, or carrying it to a place beyond Oerth via spell-jamming ship, to be destroyed by a focoid, rogue moon, sentient star, or other exotic space creature.

Scimitar of Light

This unique magical item is currently in possession of the rogue dervish, Tolan Kai. It functions as a scimitar + 4, but also can *emit bltriding light* (3x per day, anyone within 20' must successfully save vs. spells or be blinded for 2d4 rounds), and *cure serious wounds* (once per day).

Sulmish Robes of Magical Enhancement

These black robes, embroidered with complex patterns in red and gold, were crafted by Sul-mish wizards to improve their casting abilities and protection. Several varieties exist. The most common acts as a *cloak of protection + 1* and enables the wearer to cast one extra 1st, 2nd, and 3rd level spell {for a total of three extra spells) per day. The second variety gives + *2 protection* and provides one extra spell each of 1st to 4th level (a total of four). The third, and by far the rarest is *+3 protection,* and provides one extra spell each of 1st to 6th level (a total of six extra spells per day). The robes do not confer the ability to cast a spell to which a mage would not normally have access. For example, a 3rd-level mage wearing a + *3 cloak* would not be able to cast 6th-level spells.

Abbor Alz Brooch of Warning

The barbarians of the hills value alertness in battle highly. Anyone wearing this brooch can never be surprised.

Bow of the Centaurs

The desert centaurs use several varieties of magical bow (typically + 1 to + 3). In addition to these, the most powerful and valued is a gleaming white composite bow simply called *the bow of the centaurs.* Despite its name, it can be used by any race. The bow enables its holder to shoot twice the normal number of arrows and doubles their range. The first arrow loosed from this bow in a round strikes at + 3 to hit and damage, the second at + 2, the third at + 1. Subsequent shots in a round have no modifiers.

Chapter 4: Special Places

Although the Bright Lands are full of opportunities for adventure and exploration, several locations are the focus of activity and change in the region. In these places the future of the Bright Lands, and possibly all of the Flanaess, will be decided. The most important locations in the area are described in this chapter These are dangerous regions, and DMs should remember that parties whose average level is not at least eight will have a very difficult time with them.

The Mines

Long abandoned, this mine complex has recently been reopened by the duergar, with the assistance and encouragement of Rary, who wishes to trade with them. The duergar are now united under the leadership of an individual called "Father Eye," and they have again begun to present a threat to the Abbor Alz barbarians. Unfortunately, with the backing of both Rary and their mysterious leader, the duergar will prove more difficult to defeat.

Although well-defended against attack from outside, Father Eye and his allies are far from secure. Attacks from below, the Underdark, have been increasing in intensity. Father Eye suspects that his enemies, rival beholder clans or mind flayers, have found and are attempting to dislodge him. Illithids, derro, and other underground denizens continue their attacks. Although they specifically attack Father Eye's minions, these intruders are not above assaulting any surface-dwellers who happen to be in the mines as well.

Father Eye

As may be gathered from his name, Father Eye is a beholder. He sees the duergar as fitting servants in his quest for power in the Underdark. Likewise, Father Eye sees Rary, one of the few non-duergar aware of his identity, as a useful ally in his struggle with rival beholders and other underdark denizens.

The Duergar

All duergar encountered have the following statistics, except where otherwise noted.

Duergar: AC 4; MV 6; HD 1 +2; hp 3-10; Int Average to genius (8-18); #AT 1; Dmg 1d4 + 1 (hammer or pick); SA Surprised on 1 only (1d10); SD Save at +4; SZ S; ML 13; AL LE; THAC0 19; XP 420

Encounters in the Mines

There is a one in six chance of an encounter each turn. If there is an encounter, roll 1d20 and refer to the following chart.

Die Roll	Encounter
1-5	2-12 Duergar
6-8	3-18 Derro
9-10	2-8 Mind flayers
11-14	4-24 Mites
15-17	1-10 Tentamorts
18-19	1-8 Mobats
20	Father Eye and guards

Duergar encounters are normal patrols who will attack the party while raising an alarm, alerting Father Eye and other duergar to the party's presence. Derro and mind flayers are raiders from the Underdark, seeking to kill, carry off slaves, or steal wealth from the duergar. Mites, tentamorts, and mobats are pests that infest the mines. Father Eye is always accompanied by his fire giant guards, and will be on an inspection tour of the mines.

The Mines (Maps # 1 and #2)

A. Hill Country.

The countryside around the mines is rugged and generally avoided by the Abbor Alz barbarians. Normal encounters take place in this region, but if an encounter with barbarians is indicated by die roll, reroll the encounter. If barbarians are indicated again, the encounter proceeds normally.

B. Entrances.

While not purposely hidden, the entrances to the mines are often obscured with rubble and brush. One or two duergar are on guard at each mine entrance. These duergar do not attack, but report back to the nearest guardpost if strangers enter the mines.

C. Hidden Entrances.

Normally unguarded, these entrances are concealed beneath piles of rock or scraggly trees. The duergar use these entrances to ambush the unwary, but other denizens of the mines such as trolls or ogres may also use them on occasion.

D. Guardposts.

These are the duergar's first real line of defense. The guardposts are concealed to appear like any other stretch of corridor. They contain several duergar warriors whose job is to warn the main body of duergar, and to delay any attackers for as long as possible, at the cost of their own lives if necessary.

D1. Watchpost. Two normal duergar sentries stand guard here, keeping watch on the corridor through hidden spyholes. Should any intruders approach, they alert the troops in the barracks, who immediately attack through the hidden doors farther down the corridor. Other duergar arm themselves with crossbows from room D4 and shoot through murder holes concealed elsewhere in the wall.

D2. Barracks. Each of these rooms contains 5-30 duergar warriors who sleep, eat, and engage in various pastimes until the sentries raise the alarm.

D3. Commander's Quarters. The duergar are under the command of a high-level officer who lives here in comfortable quarters with a bed, desk, table, and various personal effects.

Duergar Leader: AC 2; MV 6; HD 4 +8; hp 32; Int Genius (17); #AT I; Dmg 1d4+ 1 (hammer); SA Surprised on 1 only (1d10); SD Save at +4; SZ S; ML 13; AL LE; THAC0 17; XP I,400

D4. Armory. These chambers contain spare shields, hammers, and picks, as well as one or two suits of duergar chainmail, and 6-12 heavy crossbows and quarrels, to be used by the duergar against any intruders in the corridor outside. The garrison paychest, which holds any riches looted from intruders, is also here, and contains a single Type I treasure.

E. False Passages.

Numerous misleading passages intersect the true route to the mines. These passages deadend abruptly and often contain secret doors, deadfalls, or trap doors, all intended to mislead and reduce the numbers of any intruders.

F. Bridge and Chasm.

The real entrance to the mines is well-defended. A narrow bridge spans a deep chasm and at least ten duergar armed with crossbows always occupy the far side. Any enemy attempting to force an entrance must advance single file across the bridge in the face of withering missile fire. If an alarm is raised, more duergar come to reinforce the crossbowmen. An especially fierce or threatening attack summons Father Eye and his bodyguards (see area J).

G. Mines.

Most of the duergar in the region work here, tunneling, mining, expanding old works, and preparing the position for use as a military base for future expansion.

G 1. Main Shaft. All the other mineshafts branch off from this broad, timbered corridor. The shaft is lit by torches and there are few vents to the surface, so the air is dim and smoky.

G2. Shaft One. This particular section of the mine has yielded large amounts of iron, silver, and copper. Despite

the occasional depredations of derro and jermlaine, who like to weaken supports, cut straps, and waylay lone duergar, the shaft has continued to produce mineral wealth, which Rary has eagerly traded for. At any time, the shaft contains 5-30 duergar miners.

G3. Deadfall. As a result of attacks by derro and other hostile underground creatures, the duergar have rigged a deadfall here. Should an enemy approach, they are lured to this spot, where tons of debris are released, temporarily blocking the shaft and inflicting 20d 10 points of damage on anyone unfortunate enough to fail a Dexterity check.

G4. Shaft Two. Newly reopened, this shaft shows promise, as evidence of a rich silver mine in the vicinity has been uncovered. So far no significant amounts of wealth have been uncovered, but those duergar who know about such things sense that a breakthrough is near. This shaft contains 6-36 duergar miners.

G5. Shaft Three. The duergar are currently engaged in tapping out the remnants of a gold vein here. At any time, the shaft contains 4-24 duergar.

G6. The Pit. As the duergar were mining here, there was a massive cave-in, opening up a deep, dark, and ominous hole which seemed virtually bottomless. The duergar have since kept a close watch on the hole, on the chance that something unpleasant, from depths which even they have not yet plumbed, may emerge. As a precaution, 2-8 duergar warriors are always on duty here. Whether anything really emerges, or whether the pit is just a big, dark, mysterious hole in the ground, is up to the DM.

H. Living Quarters.

Duergar families and what civil administration they have is housed here. The area is a sprawling complex of caves with many false passages, secret doors, and ambush spots. There are over 200 duergar in this settlement. If attacked, duergar warriors spread out from their barracks and use hit-and-run tactics to pick off invaders.

H1. Guardpost. Each one of these positions contains 3-24 duergar warriors led by a 4 + 8 HD leader.

H2. Living Caverns. Most of the duergar population lives in these caves. Each cavern contains an extended family of 2-12 duergar. Details of individual family groups may be determined by the DM. Individuals carry treasure types M and Q and families often have guardian creatures such as steeders, slicer beetles, giant weasels, or similar monsters.

H3. Storage. These caverns contain sacks full of harvested fungi, preserved insect grubs, casks of mushroom ale, clothing, and agricultural implements.

H4. Lords' Cavern. The self-styled "Lord of the Duergar," Attus Darkgem, lives here with his six concubines and numerous children. He is guarded by an elite force of l0 3 +6 HD and 8 4 + 8 HD duergar, and his personal attendant, the 9th-level cleric/thief Shannak Deepwell.

Attus Darkgem (9th-level fighter): AC 3; HD 9; hp 75; #AT 2; Dmg 2d4 (morning star); AL NE; THAC0 12: XP 975

Attus is, like most of his kind, vain, cruel, and violent. He realizes that he rules the duergar in name only, at the behest and by the grace of Father Eye. He is therefore reluctant to disturb the beholder. He knows that he will be removed from power in the most unpleasant fashion imaginable if intruders get far enough to disturb Father Eye's inner sanctum.

Shannak Deepwell (9th-level cleric/thief): AC 10; HD 9; hp 44; #AT I; Dmg 1d6+2 (mace +2): AL NE; THAC0 14; XP 1,400

Spells: Level one (4): *curse, cause light wounds, cause fear, putrefy food and drink* Level two (4): *aid, chant, hold person, spiritual hammer*
Level three (3): *animate dead, cause blindness or deafness, prayer*
Level four (2): *cause serious wounds, poison*
Level five (I): *flame strike*

Shannak is a priest of Erythnul the Many. He is intelligent, cunning, and very cruel.

H5. Council Chamber. This impressive natural cavern was where the duergar leaders met in council before Father Eye took over all important aspects of rulership. The chamber is an oval cavern surrounded by stalactites and glittering crystal formations. In the center is a council table crafted from an enormous agate section six feet wide and ten feet long. While unquestionably beautiful and awe-inspiring, the chamber now lies unused, for most duergar do not wish to bother with council meetings when everyone knows where the real power lies.

H6. Barracks. This chamber contains the community's standing army. There are 76 duergar warriors, 18 2 +4 HD leaders, 8 3 +6 HD officers, and 4 + 8 HD marshals. All are armed as normal duergar, but 24 of the warriors are also armed with heavy crossbows. Each warrior carries normal treasure (type M and Q). A locked chest in the marshals' quarters contains 2,200 sp, 750 gp, and a jeweled rod worth I00 gp.

H7. Temple. Here, the duergar's high priest, Shannak Deepwell and his acolytes gather to lead the other duergar in the worship of Erythnul the Many, the settlement's official deity. Shannak's and Attus' families have worshipped Erythnul for many generations and Father Eye sees no reason to interfere, although he worships no gods other than himself. However, a faction of the duergar community has taken up the worship of Lolth, the spider queen of the drow. This faction openly worships Erythnul,

but secretly works for the overthrow of Attus and Shannak.

H8. Fungus Farm. This vast cavern contains large numbers of giant mushrooms, shelf fungi, carpet lichen, clubmoss, mare's eggs, and other exotic fungi and algae considered delicacies by the duergar. Each day, parties harvest ripe specimens and take them to the storage room for future consumption. Giant insects and other pests occasionally plague the harvesting parties. A group of adventurers is likely to encounter slicer beetles, rot grubs, giant rats, or bats in this cavern. The fungi are all edible by non-duergar, although they are certain not to be to everyone's taste.

H9. Steeder Corral. This cave contains 100 steeders of various sizes, tended by two young duergar and their adult overseer. The steeders are fed fungus, insect grubs, and an occasional slave as a treat. The interior of the cave, with steeders clinging to every surface, even the roof, is a nightmarish sight indeed. These steeders are well-fed and complacent, and only 2-12 attack at any one time, while the others mill around and watch stupidly. Once the initial 2-12 are killed, 3-18 will attack, then 4-24 and so on until all the steeders are slain, or the attackers are wiped out.

Steeder: AC 4; MV 12; HD 4; hp 25; Int Non (0); #AT 1; Dmg 1-8; SA Cling; SD Leap; SZ M; ML ll; AL N; THAC0 17; XP 120

H10. Slave Quarters. Four duergar warriors stand guard outside this cave. Inside, the rude, filthy chamber stinks of waste and unwashed bodies. Amid filth, gnawed bones, scraps of cloth, and slimy growths of algae, the quarters contain 24 slaves. There are 12 Abbor Alz barbarians, six human bandits, four derro, and two halflings. The slaves all respond to rescue in a fashion in keeping with their character and alignment. Barbarians will wish to be reunited with their respective tribes, bandits will be surly and run away at the first opportunity, derro will try to kill their rescuers, and halflings will be irrepressibly jolly and grateful.

H 11. Treasure Chamber. The settlement's treasure is kept here behind a locked, barred door, guarded by four warriors. Beside the door is an enormous brass gong which the guards strike if they are attacked, quickly alerting the entire complex. Inside, a chained dragonne guards the heavy wood and brass chest which contains the treasure.

Dragonne: AC 6/2; MV 15/Fl 9; HD 9; hp 62; Int Low (5); #AT 3; Dmg 1d8 (x2)/3d6; SA Roar; SZ M; ML 15; AL N; THAC0 12; XP 5,000

The chest is locked and trapped with a glass vial filled with poisonous gas. If not detected and disarmed, the vial shatters when the chest is opened, forcing everyone in the room to successfully save vs. poison or fall unconscious for l-12 hours. Unconscious persons cannot be awakened except by magical means.

The chest contains 10,000 sp, 4,000 gp, 12 gems (4x10 gp, 5x50 gp, lx 100 gp, lx 500 gp, 1x1000 gp), a *battle axe +4* (an ancient dwarven weapon called Oathkeeper; a dwarf has a 35 % chance of recognizing it for what it is), a *ring of human influence, a scroll of protection from undead, a wand of fire, a potion of extra healing,* and a *cube of force.*

I. Passages to the Underdark.

Beyond the mines are the nightmarish reaches of the Underdark from which the duergar themselves came. Several branches of these caverns lie unexplored or avoided by the duergar, although with Father Eye's urging they may someday enter and purge them of their occupants. These caverns are for the DM to map out, or to use as a starting place for adventures in the Underdark. It is known that mind flayers, derro, and beholder rivals of Father Eye have been attacking from these passages lately.

J. Father Eye's Quarters.

The beholder leader of the duergar, the real power in the caves, lives here along with his other servants and bodyguards. The duergar visit him daily to receive orders and edicts. He is likely to emerge only if the mines are seriously threatened.

J 1. Guardpost. This position is occupied by 12 duergar warriors and their 3HD + 6 leader. If attacked they fight to the death, but one of their number flees to warn Father Eye, who sends his bodyguards forward to reinforce the duergar.

J2. Marble Hallway. Father Eye was created with a love of luxury. After uniting the duergar and helping them reclaim the mines, he ordered them to construct his quarters in the most elegant fashion. Although the hallway is lit by smokeless oil lamps with red shades, giving the place an eerie dusky light, the beholder's personal quarters rival the finest palaces in all the Flanaess. This hallway is lined with white marble columns with gold ornamentation. The floor is of green marble veined in black and white. Doors lie between the columns, each one of the finest black hardwoods. Normally, no one is to be found in the corridors, for Father Eye likes his peace and quiet. Any noise in the hallway immediately attracts the trolls from room J3.

J3. Trolls. The ten trolls who inhabit this marble chamber are utterly ignorant of their lush surroundings. They have demolished the furniture and piled it up in corners. They spend their days eating, sleeping, and quarreling. They do not leave the room unless they detect intruders outside because their fear of Father Eye keeps them indoors. The trolls have accumulated 6,000 cp, 2,000 sp, and four gems

(2x10 gp, 2x50 gp), which they keep in I2 equal piles. They constantly steal from the piles and quarrel over the wealth.

Trolls (I0): AC 4; MV I2; HD 7 +7; hp 37-48; Int Average (8- 10); #AT 3; Dmg 3-6 (x2)/3-10; SA Surprise; SD Regeneration; SZ L; ML 18; AL CE; THAC0 13; XP 1,400

These trolls are desert trolls, a subspecies unique to Greyhawk. They can modify their body coloration to cause a -2 penalty to opponents' surprise rolls, and they have only a one in ten chance of being surprised themselves. The damage that they suffer damage from normal water cannot be regenerated. Normal water causes Id4 points of damage per vial, 2d4 per flask, and 4d4 per skin. Purified water causes double damage while a sweet water potion destroys a desert troll instantly unless it successfully saves vs. poison, in which case it still takes 6d6 points of damage. The desert troll is described in detail in adventure *WGR1, Greyhawk Ruins.*

J4. He Chak's Suite. Rary's emissary to Father Eye is a Paynim wizard of some ability named He Chak. While he is loyal to Rary, He Chak is a virtual prisoner here and is beginning to desire reassignment, despite the luxuries which Father Eye has provided. His bedchamber is lushly appointed with gleaming white marble columns, dark marble floors, a crystal chandelier, huge bed, and writing desk. Next door is a library filled with history and magic books. In the center of the room, on a wrought-iron stand, is a *crystal bah* which He Chak uses to communicate with Rary, back at his headquarters in the Brass Hills. Rary is in communication with several agents in this fashion.

He Chak (8th-level mage): AC 5; HD 8; hp 24; #AT 1; Dmg I-4 (dagger); AL N; THAC0 18; XP 975

Spells: Level one (4): *color spray, hold portal, magic missile, phantasmal force*
Level two (3): *blindness, hypnotic pattern, ray of enfeeblemen t*
Level three (3): *blink, dispel magic, lightning bolt*
Level four (2): *ice storm, polymorph self*

Equipment: *bracers* of AC 5, *wand of lightning*

J5. Kaya's Quarters. In this small chamber beside the library is Kaya, a slave-girl from the lands of the Tiger Nomads "given" to He Chak by Father Eye as a companion. Her room is quite well-appointed, and He Chak has grown quite fond of her. Kaya's good alignment has influenced He Chak to some extent, and he has begun to question Rary's intentions in the Bright Lands. In his current situation however, he can do little about it. If Kaya's influence continues to sway him, He Chak may yet change his allegiance and attempt to flee. The information that he could provide to the leaders of Greyhawk could prove invaluable.

Kaya (2nd-level thief): AC I0; HD 2; hp 8; #AT 1; Dmg 1-3 (knife); AL NG; THAC0 20; XP 35

J6. Guardians. Twin iron golems flank the hallway here. They attack anyone besides Father Eye or the bodyguards in J7 (friend or foe) who approaches them within 20 feet.

Iron golems (2): AC 3; MV 6; HD 18; hp 80; Int Non (0); #AT 1; Dmg 4-40; SA Poison gas; SD +3 or better to hit; SZ L; ML 20; AL N; THAC0 3; XP 15,000

J7. Guardians. Father Eye's personal guards are four fire giant mercenaries. They occupy this large, high-ceilinged room and accompany the beholder whenever he leaves.

They share protection from the golems outside with their master.

Fire Giants (4): AC - I; MV 12; HD 15+2-5, hp 100, 95, 90, 85; Int Low (5-7); #AT 1; Dmg 1-8; SA Hurl rocks for 2-20; SD Resistant to fire; SZ H; ML 16; AL LE; THAC0 5; XP 8,000 There are no rocks available for the giants to throw, however.

The giants have 6,000 sp, 2,000 gp, 700 ep, *a scroll of protection from poison, a potion of undead control, a sword + 2,* and a *staff of curing.* The treasure has been carefully stacked and organized in a corner. The coins in bags are separated by type and the treasure is in a locked chest. The giants intend to divide the loot after their service with Father Eye ends.

J8. Father Eye's Chambers. A vast, domed, circular chamber serves as Father Eye's personal quarters. White columns line the walls, and the roof is painted with stars and moons. Father Eye's activities in his chambers are as alien and puzzling as his species. He spends long hours hovering in space, apparently lost in contemplation. He holds conversations with unseen companions and he randomly tests his eyes' abilities, sometimes on hapless servants. He also inscribes indecipherable runes in great, metal bound volumes and engages in many other inexplicable activities. Despite his erratic nature, Father Eye is evidently a well-adjusted eye tyrant with normal tastes and activities. As such he can be a deadly opponent, and his intentions here in the Abbor Alz remain unknown, and perhaps unknowable.

Father Eye (beholder): AC 0/2/7; MV F1 3; hp 75; Int Exceptional {I6); #AT l; Dmg 2-8; SA Magic; SD Anti-Magic Ray; SZ M; ML 18; AL LE; THAC0 5; XP 14,000

A secret door located between two columns leads to a small chamber where Father Eye's treasure is located. The horde consists of 400 pp, 7 gems (2x50 gp, 3x100 gp, 2x500 gp), one each of *potions of climbing, fire breath, invisibility, polymorph self, delusion,* and ESP, two *potions of extra healing,* one each of the scrolls *1 spell* (level 2-9), *protection from magic,* protection *from poison,* and *protection from lycanthropes,* and several

metal-bound books full of complicated, alien writings, apparently in one or more beholder languages.

A second secret door leads out of the chamber and down a steep slope to the Underdark. This serves as Father Eye's last-ditch escape route should combat turn against him. At the end of a winding passage is a lever that will collapse the entire passage, crushing any pursuers.

Shattados's Palace

The palace of the last king of Sulm is not specifically located on the regional map. The DM may place this ruin anywhere it is difficult to find, for it contains the greatest treasure of the desert, as well as its greatest curse.

Encounters in the Palace

Even more than the outside desert, the interior of Shattados's palace is infested with scorpions of all sizes. Ordinary scorpions are normally solitary, but inside the palace they swarm in huge numbers. A swarm of scorpions is AC 8, MV 3, THAC0 20. Anyone hit by the swarm must successfully save vs. poison or suffer 1d6 points of damage that round, and 1d4 points of damage the following round. A successful saving throw reduces this damage by half.

There is a one in six chance of an encounter each turn. Roll 1d20 and refer to the following tables, depending on the party's location.

Upper Level Encounters

1-5	Scorpion swarm
6-12	1-6 Large scorpions
13-16	1-4 Huge scorpions
17-18	1-4 Giant scorpions
19-20	1-3 Monarch scorpions

Lower Level Encounters

1-3	Scorpion swarm: 2-12 Large scorpions
4-6	Scorpion swarm: 2-8 Huge scorpions
7-10	Scorpion swarm: 2-8 Giant scorpions
11-13	2-6 Monarch scorpions
14-16	2-20 Tentamorts
17-18	4-16 Slow shadows
19 20	2-12 Hook horrors

The palace itself is only a crumbling remnant of its former glory. Once a structure of soaring white towers gleaming with gold and silver, it is now only a cluster of windblown rock, barely distinguishable from the surrounding lands. In many places the roof has collapsed, leaving the interior open to the sky. Flying characters may enter the palace through these areas. Shaded sections of the map indicate areas where the roof is intact and protected from the elements.

A. Upper Level (Map #3)

A1. Gates. Only weathered stone and windblown sand lie where mighty gates once stood. Nothing here will prevent explorers from entering, although leaving may present problems.

A2. Entry Hall. This passage is broad and choked with sand, but the decayed remnants of gorgeous bas reliefs still grace the walls.

A3. The Red Chamber. Once covered in red marble and sandstone, this room is now fairly indistinguishable from the rest of the palace. A pair of hyenas has a lair in one corner amid chewed bones and other debris.

Hyenas (2): AC 7; MV 12; HD 3; hp 16, 20; Int Animal (1); #AT 1; Dmg 2d4; SZ S; ML 6; AL N; THAC0 17; XP 65 each

A4. The Yellow Chamber. Some remains of bright yellow designs against an orange background may be found if the walls are inspected. There is little except a scorpion swarm hidden beneath the sand near the center of the room. The swarm emerges to attack anyone who walks on it.

A5. The Blue Chamber. This weathered room contains ten troglodytes who wandered up from the lower levels and now cannot get back because of the scorpions. They are ill-tempered because the dry air and sand irritates their skin and they attack anyone who enters the room.

Troglodytes (10): AC 5; MV 12; HD 2; hp 10 each; Int Low (5-7); #AT 3; Dmg 1-2 (x2)/ 1d4 +4; SA Scent; SZ M; ML ll; AL CE; THAC0 19; XP 120

A6. The Green Chamber. A few marbled slabs of malachite still cling to the walls.

These once covered the entire room, providing its name. Three huge scorpions occupy this room.

Huge Scorpions (3): AC 4; MV 12; HD 4 +4; hp 26, 28, 31; Int Non (0); #AT 3; Dmg 1d8 (x2)/1-3; SA Poison sting; SZ M; ML 10; AL N; THAC0 15; XP 420

A7. The White Chamber. Once covered in purest white marble, this chamber is worn and pitted, and has no occupant except a layer of shifting, hissing sand.

A8. The Gray Chamber. Certain evil magics were performed here and their residue has attracted a ghost that now lurks in the shadows, waiting for a victim. No one has come in years, but the ghost remains, held by the lingering traces of evil which still adhere to the very walls.

Ghost: AC 0 or 8; MV 9; HD 10; hp 55; Int High (14); #AT 1; Dmg Age 10-40 years; SA Special; SD Special; SZ M; ML Special; AL LE; THAC0 11; XP 7,000

A9. The Black Chamber. More foul Sulmish magic was performed here, and the few slabs of black marble that remain on the walls bear faint traces of mystic symbols and wicked runes. Paladins and anyone using a *detect evil* spell find evil in abundance here, but no real source. The ghost from the gray chamber sometimes wanders in this room, drawn by its latent energies.

A10. Stairs Up. These stairs lead nowhere. The upper floors of the palace were destroyed long ago.

A 11. Stairs Down. Behind this door which is concealed beneath shattered masonry and sand, are stairs leading to the subterranean depths of the palace, where lurks the greatest danger. Here, long ago, the nobles of Sulm worshipped evil gods and engaged in dark rites. Here was also the final accounting, where the wicked King Shattados was transformed into a creature every bit as twisted and hideous as the crimes he himself committed. Today, he and his minions still lurk here, guarding the *scorpion crown.*

B. Lower Level (Map #4)

Light has not reached this level in generations.

The hallways are choked with rubble and sand and are crawling with scorpions. Any light source attracts swarms of normal scorpions. Each turn there is light, there is a one in six chance of attracting such a swarm in addition to normal encounters. All doors have long since disintegrated, and the doorways are all open and unobstructed except where otherwise noted. *Detect evil* is useless on the lower levels, for the lingering effects of Sulmish magic have infused the very stones with evil. Any attempts to *detect evil* will find it literally everywhere.

B1. The southern half of this room has collapsed and is choked with a mixture of rock, sand, and bones. Ten large scorpions and a *pair of manscorpions occupy the* room.

Large Scorpions (10): AC 5; MV 9; HD 2 +2; hp 14-17; Int Non (0); #AT 3; Dmg 1d4 (x2)/1; SA Poison sting; SZ S; ML 8; AL N; THAC0 19; XP 120

Manscorpions (2): AC l; MV 24; HD 8; hp 58, 60; Int Low (5); #AT 2; Dmg 2d4 (bardiche)/ 1d10 +poison; SZ L; ML 15; AL CE; THAC0 13; XP 1,400

Among the debris at the south end are some scraps of cloth, various bits of rusted metal, 220 cp, 175 sp, 295 gp, and a *luckstone.* There is only a 10% chance per round of searching that a character will be able to distinguish between the luckstone and the surrounding debris without magical assistance.

B2. This room is also choked with rubble, and contains eight huge scorpions and four manscorpions.

Huge Scorpions (8): AC 4; MV 12; HD 4 +4; hp 26-36; Int Non (0); #AT 3; Dmg 1d8 (x2)/1-3; SA Poison sting; SZ M; ML 10; AL N; THAC0 15; XP 420

Manscorpions (4): AC 1; MV 24; HD 8; hp 58- 60; Int Low (0); #AT 2; Dmg 1d8 (scimitar)/ 1d10+ poison; SZ L; ML 15; AL CE; THAC0 13; XP 1,400

Among the debris are 150 cp, 200 sp, and 75 gp. Crouching on a rough ledge near the ceiling is a pseudodragon named Sunthistle who took refuge in the palace and was trapped by the manscorpions. She looks favorably upon a party that slays the room's occupants, and will accompany them for the duration of the adventure and beyond if she is treated well.

Sunthistle (pseudodragon): AC 2; MV 6/Fl 24; HD 2; hp 16; Int Average (10); gAT 1; Dmg 1-3 +special; SA Poison sting; SD Chameleon power; Size T; ML 125; AL N(G); THAC0 19; XP 975

B3. The next three rooms are located above a spring which once provided the palace with water. As a consequence, the rooms are moist, warm, and humid, supporting a variety of life unusual for a desert location. The walls are moist, covered with moss and algae, and pools of water have accumulated on the floor.

In the southeastern corner of this room is a cluster of six shriekers and two violet fungi which resemble the shriekers, and are indistinguishable without close inspection. There also appears to be a mass of shaggy roots from some subterranean plant. The "roots" are actually a pair of shambling mounds which are roused to attack if the shriekers begin to scream or the violet fungi attack.

Shriekers (6): AC 7; MV 1; HD 3; hp 18-22; Int Non (0); ttAT 0; Dmg Nil; SD Noise; SZ M; ML 12; AL N; THAC0 16; XP 120

Violet Fungi (2): AC 7; MV l; HD 3; hp 21, 23; Int Non (0); #AT 1-4; Dmg Special; SA Special; SZ M; ML 12; AL N; THAC0 16; XP 175

Shambling Mounds (2): AC 0; MV 6; HD 9; hp 62 each; Int Low (6); #AT 2; Dmg 2d8; SA Suffocation; SD Special; SZ L; ML 17; AL N; THAC0 11; XP 4,000

The shambling mounds are wrapped around a disgusting ball of slime, rotting flesh, and bones, which also contains 2,500 cp, l, 100 sp, and 3,900 gp. Close inspection reveals the remains of a warrior wearing Lord Robilar's livery and carrying a filth-encrusted *broadsword + 1.*

B4. This room is hot and humid and echoes with the constant drip of water. In this room are seven hook horrors that climbed out of the cistern and are now unable to return because of the slow shadows in the hall. They are hungry and in an ill humor, and attack immediately.

Hook Horrors (7): AC 4; MV 9; HD 5; hp 30-35; Int Low (5); #AT 3; Dmg 1d8 (x2)/2d6; SZ L; ML 12; AL N; THAC0 15; XP 175

B5. This stretch of hallway is inhabited by ten slow shadows that lurk in the rubble and cracked walls. They attack as soon as the party passes them.

Slow Shadows (10); AC 8; MV 12; HD 4; hp 28-30; Int Low {6); #AT l; Dmg 1d4; SA Slow, surprise; SD + 2 or better to hit; SZ M; ML Special; AL E; THAC0 17; XP 650

B6. This room is also moist and slimy. In the center of the room is a cistern where the palace's inhabitants stored water for months when the spring ran low. It is now empty, but moist and slimy nonetheless. The lip of the cistern is crumbling, and any character standing on the edge has a 50% chance of falling in.

The cistern is, for all purposes, bottomless. Its floor collapsed several years ago, opening up onto the caverns of the Underdark from which various creatures periodically climb to explore the palace's lower levels. The hook horrors in room B4 arrived this way.

Currently, the cistern contains two ropers, which lurk about ten feet below the surface, clinging close to the slimy stone. There is only a I0% chance of spotting the ropers because of their shape and dark color. If a torch is lowered into the cistern, the chance rises to 30%. They attack anyone who looks or falls into the well. Their location makes it difficult to fight them. Under normal conditions the party can only hack at the ropers' arms as they shoot out of the cistern. If a roper loses three or more arms, it immediately retreats back to the Underdark.

Ropers (2): AC 0; MV 3; HD 11; hp 55, 75; Int Exceptional (16); #AT I strand + 1 bite; Dmg Special/5d4; SA Strength drain; SD Special; SZ L; ML 15; AL CE; THAC0 9; XP 7,000

B7. This room is still damp and humid, but not as much as the previous rooms. Five giant scorpions and a monarch scorpion scuttle over the damp rubble on the floor.

Giant Scorpions (5): AC 3; MV 15; HD 5 +5; hp 38 each; Int Non (0);#AT 3; Dmg 1dI0 (x2)/ Id4; SA Poison sting; SZ M; ML 11; AL N; THAC0 15; XP 650

Monarch Scorpion: AC 2; MV 18; HD 8 +8; hp 68; Int Low (5); #AT 3; Dmg 2d10 (x2)/ 1d8 +poison; SA Poison sting; SZ H; ML 15; AL CE; THAC0 I3; XP 4,000

This room also contains items from the slow shadows' victims, which are 3,500 gp in a rude pile, along with two *potions ofheadingr, a wand of enemy detection, bracers of archers,* and a *flask of curses.*

B8. The following rooms once housed Shat-tados's prisoners. Since Shattados's demise, those individuals not transformed into mans-corpions have become undead. They are ancient, angry lost souls with nothing left but hatred for the living.

This hallway was once divided into cells, but the doors and chains have long since vanished. Now, undead shamble through the room and attack anyone who enters. There are 30 skeletons, 12 zombies, and 8 ghouls here.

Skeletons (30): AC 7; MV 12; HD 1; hp 5-8; Int Non (0); #AT I; Dmg Id6; SD Special; SZ M; ML Special; AL N; THAC0 19; XP 65

Zombies (12): AC 8; MV 6; HD 2; hp 13 each; Int Non (0); #AT 1; Dmg Id8; SZ M; ML Special; AL N; THAC0 19; XP 65

B9. The master torturer of Sulm once plied his trade here. As Shattados's curse took hold, his victims rose up and slew him before he could change into a manscorpion. The master survives only as a ghost, tormented by the spirits of his victims, now spectres, who endlessly pursue him through the ruins of his torture chamber. If the party enters the room, the shade of the torturer turns toward them, arms outstretched beseechingly. Then, the spectres attack the party, seeking to slay anyone who might aid their former enemy.

Ghost: AC 0 or 8; MV 9; HD I0; hp 55; Int High (I4); #AT 1; Dmg Age I0-40 years; SA Special; SD Special; SZ M; ML Special; AL LE; THAC0 11; XP 7,000

Spectres (4): AC 2; MV 15/Fl 30; HD 7 +3; hp 45, 47, 5I, 54; Int High (13); #AT 1; Dmg 1d8; SA Energy drain; SD + 1 or better weapon to hit; SZ M; ML 15; AL LE; THAC0 I3; XP 3,000

The bones of the spectres' mortal bodies may be found amid the rubble on the floor. If they are buried and the clerical spell prayer said over them, the spectres are released and vanish. The torturer, however, Continues to wander Oerth as a ghost, but does not attack the characters unless they attack him first.

B I0. This vast, vaulted chamber is hidden behind a secret door. Here, Shattados and his nobles worshipped their gods and engaged in forbidden rites. Black, octagonal columns support the roof, rising to meet eight supporting arches which converge in the center of the roof. The floor is of polished jet with an inlaid octagon. In the center of the octagon is a low black stone altar, with gems, gold, and other offerings piled around it. Upon the altar rests the *scorpion crown,* an iron circlet in the form of a scorpion, its legs and claws forming the headband, while its tail arches up over the top.

Shattados, or what is left of him, lives in this chamber, attended by 10 monarch, 10 giant, and 20 huge scorpions, and 15 manscorpions. Maddened by the proximity to the

crown, the scorpions ruthlessly attack anyone and anything that enters the room. The DM may also place a few swarms of ordinary scorpions here if the party is having too easy a time of it.

Shattados (master scorpion): AC 0; MV 18; HD 12 + 12; hp 88; Int Low (7); #AT 3; Dmg 2d10 (x2)/1d10; SA Poison sting, psion#cs; SZ H; ML 20; AL LE; THAC0 9; XP I0,000

Monarch Scorpions (I0): AC 2; MV 18; HD 8 +8; hp 54-60; Int Low (5); #AT 3; Dmg 2d10 (x2)/ld8; SA Poison sting, psion#cs; SZ H; ML I5; AL NE; THAC0 13; XP 4,000

Giant Scorpions (10): AC 3; MV 15; HD 5 +5; hp 38 each; Int Non (0); fAT 3; Dmg 1dl0 (x2)/ 1d4; SA Poison sting; SZ M; ML 11; AL N; THAC0 15; XP 650

Huge Scorpions (20): AC 4; MV 12; HD 4+4; hp 24 each; Int Non (0); #AT 3; Dmg 1d8 (x2)/ I-3; SA Poison sting; SZ M; ML 10; AL N; THAC0 15; XP 420

Manscorpions (15): AC 1; MV 24; HD 8; hp 45-50; Int Low (5); #AT 2; Dmg 1d6 (glaive)/ ld10 +poison; SZ L; ML 15; AL CE; THAC0 I3; XP 1,400

Slaying Shattados does not lift the curse, but the crown is then available for use or to be destroyed. See Chapter 3 for more details on the *scorpion crown* and its properties. Of course, should Rary catch even a hint that the party has the crown, he will stop at nothing to take it from them.

Piled around the altar is 25,500 cp, 30,100 sp, 10,250 gp, 250 ep, 40 gems (DM determines value), *gauntlets of ogre power, a ring of flying, a mace +4, a skull-staff of Hepmonaland,* and the *whip of Zeif.*

Rary's Headquarters

When Rary arrived in the Bright Lands, his tower, transported in its entirety from Ket by yuggoloth labor, arrived with him. It has since grown considerably, with yuggoloth and norkers hollowing out the hill beneath it and constructing extensive siegeworks. Room descriptions provide basic information, while exact details are left up to the DM.

Displacer Disks

Rary's favored mode of transportation throughout the fortress is a system of devices which he calls *displacer disks*. Each disk resembles an intricate circular pattern inlaid in a fine marble or tile floor, and is magically triggered by a code word known only to Rary and Robilar. The disks' code words can be changed at will by Rary alone.

A single master disk, located in room L10, controls all the others. An individual who knows the proper code words can be instantly teleported, without error, either from the master disk to one of the other disks throughout the fortress, or from a lesser disk back to the master disk. Transport between the minor disks is not possible. Rary must first teleport back to the master disk in order to move to a different room. Each lesser disk has a different code word. A second, entirely different code word is required to teleport back to the master disk.

Occupants

Most of the troops in Rary's fortress share the same profile. The following statistics may be used for Rary's human and norker warriors, except where otherwise noted.

Norkers: AC 3; MV 9; HD 1 +2; Int Low (5-7); #AT 2; Dmg Id6/I-3; SZ M; ML I1-I2; AL CE; THAC0 19; XP 35

Human Warrior: AC 7; MV 12; HD 1; Int Average (8-I0); #AT l; Dmg 1d8 (scimitar); SZ M; ML 12-13; AL NE; THAC0 20; XP 15

Human Officer: AC 6; MV 12; HD 3; Int Average (8-I0); #AT 1; Dmg 1d8 (scimitar); SZ M; ML 14; AL NE; THAC0 17; XP 65

Rary's Automatons

Much of the security in the fortress is in the non-living hands of specially-constructed automatons. There are several different types that are described in this section. All have the abilities to see *invisible and detect magic.* Some regenerate, as noted. They stop regenerating if reduced to 0 hp or less.

Other automatons have breath weapons. These are 5 feet wide and 20 feet long and may be used once per round. A successful save vs. breath weapon reduces the damage to half.

If Rary's automatons attack, they continue fighting until destroyed, so there is no Morale level listed for them.

Panther Automaton: AC 6; MV 12; HD 2; hp 16; Int Non (0); #AT 1; Dmg Id8; SZ M; AL N; THAC0 19; XP 35

Wolf Automaton: AC 5; MV 12; HD 3; hp 24; Int Non (0); #AT l; Dmg Id8; SD Regenerates 1 hp per round; SZ M; AL N; THAC0 17; XP I20

Tiger Automaton: AC 4; MV 16; HD 4; hp 32; Int Non (0); #AT 3; Dmg 1d6 (x2)/1d10; SD Regenerates I hp per round; SZ L; AL N; THAC0 17; XP 175

Bull Automaton: AC 2; MV 18; HD 5; hp 40; Int Non (0); #AT 4; Dmg 1d8 (x2)/2d6/2d8 (breath weapon);

SD Regenerates 2 hp per round; SZ L; AL N; THAC0 15; XP 2,000

Small Dragon Automaton: AC I; MV 24; HD 8; hp 64; Int Non (0); #AT 3 +breath weapon; Dmg 1d l0 (x2)/2d6/3d8 (breath weapon); SD Regenerates 2 hp per round; SZ L; AL N; THAC0 I3; XP 5,000

Wizard Eyes

Rary has concealed wizard eyes located throughout the fortress, so little that happens there escapes his notice. When he is in the private viewing room of his tower, he can see virtually any part of the castle.

Lower Levels

The lower reaches of Rary's fortress are reserved for storage, research, and Rary's "secret weapon," with which he intends to complete his conquest of the desert and defend it against its enemies. The lower levels are listed in descending order, with the highest level first.

A. Lower Level One (Map #5)

This level is used mostly for storage.

A1. Guardpost. Each of these small chambers contains 2-8 human warriors, as well as bunks, tables, and small stocks of food.

A2. Storage. These rooms contain barrels of dried fish, meat, and dates, tuns of water and wine, and cases of general-issue clothing for Rary's troops.

A3. Armory. Excess arms and armor are stored in this room. The room contains numerous cheap suits of leather armor, scimitars, short bows, crossbows, arrows, and quarrels.

B. Lower Level Two (Map #6)

This level is primarily for Rary's norker troops, as well as prisoners.

B1. Norker Barracks. Each of these rough-hewn rooms contains 12d 12 norker warriors and their extended families (as described in the *Monstrous Compendium),* as well as 2d6 norker leaders. Norker sanitary habits are not good, so the rooms smell terrible and are full of soiled straw, filthy blankets, gnawed bones, and other bits of refuse. Each chamber also contains one type E treasure scattered in among the offal or hoarded in little piles by the strongest norkers.

B2. Storage. Food and other supplies for the norker garrison are stored here in barrels and sacks. Food includes various dried meats of uncertain origin, dried insects, grubs, and various other unpalatable substances.

B3. Arena. This arena is used for drill and gladiator combat by the norkers. Each day it is filled with norker warriors engaging in mock battle or settling blood feuds with daggers or swords, under the watchful eye of 2d6 human officers. Rary and Robilar occasionally watch their troops drill from an observation box 20 feet above the floor, accessible by a flight of stairs up one side of the room.

B4. Cells. Rary's prisoners and troops undergoing disciplinary actions are imprisoned here, under guard by two human warriors and 2d8 norkers. Conditions here are unpleasant. There are filthy cells, scant supplies of water, and the food is poor, but prisoners are not tortured or otherwise mistreated. Rary finds torture distasteful, and has a wide variety of magical means to extract any information from prisoners without coercion. Current occupants include several nomad leaders and a number of norkers who disobeyed orders.

BS. Guardpost. This chamber contains 2d8 human warriors and their personal effects.

C. Lower Level Three (Map #7)

This level is forbidden to all except the most trusted of Rary's followers. It contains workshops, one of Rary's private laboratories, and his terrifying secret weapon, which may soon be unleashed on the unsuspecting natives of the Bright Lands.

C1. Guardpost. Each of these rooms contains 2d8 human warriors, their personal belongings, as well as chairs, tables, and other furniture.

C2. Guards' Barracks. As guards are expected to spend long shifts on this level, they sleep and eat here, where bunks have the capacity for as many as 100 warriors.

C3. Guardians. Several of Rary's mechanical guardians (successful test models for his larger device in room C 1 l) occupy this corridor. Each is of smooth, gleaming metal with sleek articulated legs, necks, and tails, and wicked-looking spikes, horns, teeth, or claws. The creatures include a panther, wolf, bull, tiger, and small dragon. They crouch motionless until approached within ten feet by anyone besides Rary and those within ten feet of him.

C4. Double Doors. These heavy iron doors are normally kept locked since Rary prefers to use his *displacer disks* to enter and leave his workshop. The doors are opened only in emergencies. Three heavy chains with prominent locks secure the doors, along with double *wizard lock* spells (cast at 28th level). The normal locks may be opened with keys possessed only by Rary and Robilar, or by a *knock* spell from Rary, should he need to open them from the inside.

C5. Sleeping Room. This room, where Rary sleeps during long hours working on his automaton, is kept relatively spartan because of Rary's dislike of ostentatiousness. It contains a desk, chair, small cot, and a bookshelf containing reference material on automatons, magic,

history, and construction. It is illuminated by several globes with *continual light* spells cast on them, which Rary can extinguish on command.

C6. Laboratory. A large workbench in the center of this room contains numerous vials, flasks, and other glassware, as well as lamps, burners, and various pieces of miscellaneous lab equipment. A bookshelf contains more reference books, and Rary's own diary and notebooks describing the research on and construction of his automaton. These notes are worth at least 5,000 gp to another wizard or the rulers of Greyhawk, who can use the information against Rary.

C7. Study. Lined with still more books on magic, automatons, golems, and other animated devices, the study is comfortable if plain, with a desk, leather chair, and more lightglobes.

C8. Disk Room. This small chamber contains an inlaid circular pattern in the exact center. This is one of the *displacer disks* that Rary uses for transportation around the fortress.

C9. Workroom. This room contains a forge and other metal-working equipment. Construction of Rary's automaton is carried out by unseen and aerial servants, and bound yuggo-loth. Currently, the room contains three dergholoth and two mezzoloth. Robilar has suggested to Rary that he employ undead to perform some of the labor, but the wizard has so far refused, considering undead both unpleasant and quite beneath the dignity of a wizard of his standing. The yuggoloth are not terribly happy about working for Rary, but obey because of the presence of Xaxx'aa. They attack anyone who enters the room, hoping that their service will persuade Rary to release them early. The aerial servants also attack, more out of spite than anything else.

Dergholoth (3): AC -3; MV 12; HD 8 + 16; hp 56, 62, 68; Int Low {6);#AT 5; Dmg Special; SA Grab, *feeblemind;* SD Weapon parry, + 1 or better to hit; SZ L; ML 13; AL NE; THAC0 13; XP 25,500

Mezzoloth (2): AC - 1; MV 15; HD 10+20; hp 88, 90; Int Low (5); #AT 2 or 1; Dmg 1d6+6 (x2) + 7 (Strength bonus); SA Magical items; SD + 1 or better weapons to hit; SZ M; ML 14; AL NE; THAC0 15; XP 40,500

Aerial Servants (4): AC 3; MV F1 24; HD 16; hp 90, 92, 96, 98; Int Semi (3); #AT 1; Dmg 8d4; SA Surprise; SD + 1 or better weapon to hit; SZ L; ML 14; AL N; THAC0 5; XP 10,000

C 10. Storage. Ingots of metal, tools, paper, pens, ink, blank volumes, and a small bits of food are contained in this chamber.

C 11. Automaton. This is Rary's masterwork, the device that will help him conquer the Bright Lands and defend his kingdom in the future. Even without the *scorpion crown,* which he still seeks, Rary intends for this awesome weapon to bring him and his kingdom security. The room has no exit to the outside world. Rary intends to *teleport* his creation outside when the time comes.

The automaton is a gigantic, mechanical silver dragon, made of the same gleaming metal as Rary's other devices. It is nearing completion by unseen servants and yuggoloth. This room currently contains six aerial servants, four dergholoth, three mezzoloth, one piscoloth, and the ultroloth Xaxx'aa. The ul-troloth is somewhat different from the others. It is here voluntarily, supervising the other yuggoloth, and maintaining a reasonably friendly relationship with Rary. Xaxx'aa's motivations for this are uncertain. It is entirely possible that Xaxx'aa seeks to expand his influence on Oerth by associating with a wizard of Rary's obvious power, or that he eventually intends to displace Rary and rule the Bright Lands for himself. Ruling the Bright Lands may prove difficult, for Rary is far more powerful than Xaxx'aa, and is constantly on the lookout for treachery.

Xaxx'aa has secreted his personal hoard here (12,500 gp and 3,500 pp), away from the prying eyes of rival yuggoloth and hostile baatezu or tanar'ri. Xaxx'aa fights with a +3 *neutral evil sword* called Doomcutter. The sword has an Intelligence of 15, communicates via speech, and has the abilities of *detect precious metals, detect invisible objects,* and *levitation* 3x per day. Doomcutter's special power is to slay baatezu and tanar'ri. Any of these creatures struck by the weapon must successfully save vs. spells or be paralyzed for 1d4 rounds.

Dergholoth (4): AC -3; MV 12; HD 8 + 16; hp 56, 60, 62, 68; Int Low (6); #AT 5; Dmg Special; SA Grab, feeblemind; SD Weapon parry, + 1 or better to hit; SZ L; ML 13; AL NE; THAC0 13; XP 25,500

Mezzoloth (3): AC - 1; MV 15; HD 10+20; hp 88, 90, 92; Int Low (6); #AT 2 or 1; Dmg 1d6 +6 (x2) + 7 (Strength bonus); SA Magical items; SD + 1 or better weapons to hit; SZ M; ML 14; AL NE; THAC0 15; XP 40,500

Aerial Servants (6): AC 3; MV F1 24; HD 16; hp 78, 85, 90, 92, 96, 98; Int Semi {4); #AT 1; Dmg 8d4; SA Surprise; SD + 1 or better weapon to hit; SZ L; ML 14; AL N; THAC0 5; XP 10,000

Plscoloth (1): AC -5; MV 6/Sw 18; HD 9+ 18; hp 76; Int Very (11); #AT 2; Dmg 2d8 (x2); SA Severing, sting; SD Never surprised, + 1 or better weapons to hit; SZ M; ML 13; AL NE; THAC0 1 l; XP 40,500

Xaxx'aa, Ultroloth (1): AC -8; MV 15/Fl 15/ Sw 15; HD 13 +26; hp 112; Int Supra-genius (19); #AT 2; Dmg 1dl2 (x2) or weapon +9; SA Magical *weapon, gaze of fascination;* SD +3 or better weapons to hit, never surprised; SZ M; ML 16; AL NE; THAC0 7; XP 84,000

The automaton, when completed, will have the following statistics: AC 0; MV 18/Fl 48; HD 35; hp 300; Int Non (0); #AT 6; Dmg 2d10 (x2; eyebeams), 5d 10 (breath); 2d 12 (x2; claws); 3d12 (tail); $Z G; ML N/A; AL N; THAC0 1; XP 39,000

Upper Levels

The fortress that surrounds Rary's inner sanctum is a sprawling affair. It contains barracks, living quarters, storage areas, dining halls, and ceremonial rooms intended for use in the future when Rary's rule is commonly acknowledged. The following room and area descriptions are in ascending order, with the lowest level first.

D. Upper Level One (Map #8)

D1. Pathway. The winding path that leads to the main gates passes over some treacherous ground and is in full view of the fortress' occupants for nearly a mile. This path is extremely hazardous for any attackers because it is the only real approach to the fortress.

D2. Main Gates. These heavy iron and wood gates are normally left open, since the fortress will have considerable warning before the approach of any attackers. A pair of human warriors stands guard outside the gates.

D3. Gatehouse. Garrisoned by 10-60 troops armed with crossbows, the gatehouse also contains cauldrons for boiling water or heating sand to drop on attackers.

D4. Walls. These walls are 40 feet high. Pairs of soldiers walk along the wall on the next level (see El).

D5. Towers. Each tower contains 20-80 warriors.

DS. Paynim Barracks. Rary's Paynim warriors are housed here. The barracks are decorated in lush Paynim style with rich wall-hangings, trophies, and captured weapons.

D7. Stables. The Paynim's warhorses and their grooms live here, in nearly as much luxury as their human counterparts.

D8. Nomad Barracks. Those nomads who serve in Rary's army live here. Enforced segregation between normally hostile tribes has resulted in several unpleasant brawls, but disciplinary action against the perpetrators has reduced the number of such incidents.

D9. Stables. Nomad horses are kept here.

D10. Robliar's Guard Barracks. Lord Robilar's personal troops, probably the best troops in Rary's army, live here in grim austerity, training, drilling, attending lectures, maintaining their equipment, and preparing for battle. Although they consider themselves several cuts above the nomad and Paynim warriors, Robilar's guards are disciplined enough not to let it show.

D 11. Mess. The troops eat in shifts here, with troublemakers and rivals kept apart. It is almost continually full of troops, and the noise is deafening.

D12. Kitchen. In this vast chamber, food is prepared for the troops. Human cooks and their norker assistants cut, clean, and cook around the clock. The norkers have been specially trained in cleanliness and sanitary procedures, making them somewhat unusual for their species.

D13. Gymnasium. This is a large chamber intended for exercise, lectures, and combat practice. It is usually full of boisterous warriors.

D14. Armory. Hundreds of suits of cheap armor, swords, scimitars, lances, shortbows and crossbows, arrows and quarrels, and po-learms are stored here.

D 15. Food Storage. The food supply for the entire fortress is stored in this room, always under guard. Barrels and crates full of meat, fish, preserved fruit and dates, and other foodstuffs may be found here. Rary replenishes his food supply by sending yuggoloth and other extra-planar servants throughout Oerth to ransack warehouses and shops, and transport the goods back to the fortress.

D16. Robliar's Quarters. Lord Robilar's personal suite is clearly the residence of a military man. It is spare, well-organized and spotless, with a bed, desk, chair, conference table, private dining room with a small table and chairs, and a library full of books on a wide variety of subjects. Rary and Robilar often trade books, and now it has become difficult to sort out whose is whose.

D 17. Conference Room. Conveniently close to Robilar's quarters, this room contains a long hardwood conference table with a dozen comfortable chairs, and a wall-map of the Bright Lands and surrounding territory.

D 18. Library. This room, shared by both Rary and Robilar, is well- stocked with books from all over the Flanaess (and a few from beyond). The subject matter includes history, drama, plays, ethnology, essays, literature, poetry, mathematics, and philosophy.

D 19. Punishment Cells. Used for short-term disciplinary action, these cells currently contain several nomads who started fights. A pair of normal warriors guards the cells.

D20. Disk Room. This tiny chamber, with an inlaid circular pattern on the floor, is one of Rary's *displacer disk* rooms, by which he travels around the fortress. Constantly locked from the inside, it is kept under heavy guard by four of Rary's elite guardsmen, who neither know nor care what it contains. Access by anyone besides Rary is strictly forbidden.

E. Upper Level Two (Map #9)

The second level contains quarters for Rary's officers and human servants.

E 1. Wall. Patrols of two human warriors guard this wall, constantly on the lookout for intruders or unusual events below.

E2. Officers' Quarters. In these fairly comfortable rooms, Rary's officers live apart from their men, Each room contains a bed, table, chairs, and bookshelf.

E3. Officers' Mess. The officers eat here under considerably more luxurious conditions than ordinary troops. Servants bear food on silver platters, and officers are expected to dine in uniform.

E4. Kitchen. The officers' food is prepared here by human chefs and norker assistants.

E5. Servants' Quarters. Cooks and other servants live in these small, comfortable rooms.

E6. Storage/Pantry. Food for officers, which is somewhat better quality than the troops receive, is stored here.

E7. Dining Balcony. Formal conferences and entertainment take place here, with a magnificent view of the Brass Hills and the Bright Lands beyond.

E8. Watchtower. Each of these small towers is occupied by a pair of warriors whose job it is to scan the surrounding countryside for anything unusual. The tower rooms are small but comfortably furnished, with a small sleeping/dining room because shifts in the tower last several days.

E9. Disk Room. This room contains another of Rary's *displacer disks*. It is locked from the inside, and is constantly guarded by two human warriors.

E10. Reception Antechamber. This room, intended for ceremonial functions in the future, is still unfinished. Its walls are bare and covered with scaffolding.

E I I. Throne Room. Like the antechamber, Rary's future throne room is full of scaffolding, and half-completed decoration. Several partial murals decorate the walls, portraying Rary and Robilar at various stages in their adventures.

F. Upper Level Three (Map # 10)

F 1. Guardpost. This room contains 3-18 human warriors.

F2. Document Room. Scrolls, parchments, and handwritten volumes fill this room. The documents include personnel records, requisition and supply lists, and other uninteresting items. Among the less interesting material, however, are maps of the Bright Lands, reports on the society of the desert nomads and centaurs, biological and magical investigations of the manscorpions, and descriptions of many of the mysterious sites in the desert. All of these documents would be of great use to adventurers, or to anyone interested in the Bright Lands and Rary's plans there.

F3. Scribes' Chamber. Rary employs several scribes who spend their days here, scratching away with quill pens, making detailed records of all aspects of life in his new kingdom.

F4. Balcony/Lookout. Normally used as a sitting or dining platform, this balcony also provides a good view of the surrounding countryside, and can be used as a watchpost in time of war.

FS. Guardpost. This room normally contains 2-8 human warriors.

F6. Watchtower. These small towers are identical to those on the previous level.

F7. Conference Room/Lookout. This room holds a long conference table and chairs, with a long, leaded glass window looking out over the Brass Hills.

F8. Disk Room. Another of Rary's *displacer disks* is in this small chamber. It is kept locked from the inside and is guarded by two human warriors at all times. No one besides Rary is allowed in the room.

F9. Ceremonial Dining Room. Like other ceremonial rooms, this chamber is still under construction, with the marble floor only partially laid and the walls still in the process of being plastered. There is no furniture besides workbenches and scaffolding.

Fl0. Kitchen. The kitchen was intended for using to prepare food when the ceremonial dining room is completed. It is currently little more than an empty stone chamber.

G. Upper Level Four (Map #11)

The fourth level of the fortress is intended to house Rary's guests or visiting diplomats, when the Bright Lands gain the legitimacy its ruler hopes for so fervently. Currently the level is rarely visited and remains virtually unoccupied.

G1. Guardpost. Four human warriors are responsible for patrolling this empty level.

G2. Bedroom. This richly appointed room awaits its first occupant. Its furniture includes a soft, comfortable bed, table, chairs, writing desk, and bookshelf. Recently, one of the fortress guards was flogged and placed in the punishment cells for napping in the bed while he was on duty.

G3. Small Dining Room. This room contains only a long table and four chairs. It has never been used.

G4. Conference Room. Only a hardwood conference table occupies this room.

G5. Balcony. A small table and chairs occupy this balcony. The balcony provides another magnificent view.

G6. Storage. Various construction supplies such as lumber, nails, tools, and paint occupy this room, which is clearly intended for large quantities of food and supplies.

G7. Disk Room. Guarded by two rather bored human warriors, this room is always locked from the inside, and contains one of Rary's *displacer disks.*

Rary's Tower

Once a familiar sight along the skyline of Orrosh in Ket, Rary's tower now stands as a symbol of his current power and the future potential of his new nation. Generally, only Rary and his inner circle are allowed into the tower, and then only through his *displacer disks*. The interior is pleasant, built of green-veined white marble, decorated with rugs, tapestries, and wall-hangings from Ket.

H. Tower Level One (Map #8)

H1. Iron Gates. The heavy iron doors which provide entry to the tower's lowest levels are kept shut, chained, triple-locked, and *wizard locked* at 24th level, to be opened only in the event of an emergency.

H2. Guardians. More of Rary's automatons guard these corridors. They include a panther, wolf, bull, and small dragon.

H3. Cold Storage. Perishable food and supplies for the tower are stored in this room, behind a heavy wooden door. The room is kept cold by a permanent *Otiluke's freezing sphere,* which Rary's troops stole while raiding Oti-luke's residence to destroy his clones. While Rary is loathe to use a device invented by his greatest rival, he is also amused that his enemy's magic is proving so useful to him.

The room contains entire sides of meat, frozen fruit, preserved vegetables, fish, and other delicacies.

H4. Small Bedrooms. These rooms are comfortably furnished with a single bed, table, and chair. Walls are decorated with tapestries and paintings. The rooms, intended to house extra guests, have so far never been occupied.

I Tower Level Two (Map #9)

This level contains Rary's herbarium, and is also equipped to house guests.

I1. Library. This small library and study are sometimes used by Rary after he spends time in his herbarium. His botanical journals, where he records various information about his plants, are located here.

I2. Herbarium. Numerous plants grow here. Rary magically adjusts the humidity each day by drawing moisture from the quasi-elemental Plane of Steam. Light is provided by wide. barred glass windows.

I3. Balcony. Rary sometimes takes breakfast on this balcony.

I4. Dining Room. This room is furnished with tables and chairs and is intended for guests, but has not yet been used. The short walls are decorated with colorful murals depicting Paynim nomads in battle on one end and the nomads at a feast on the other.

I5. Small Bedroom. This is another guest room identical to the one on the previous level.

J. Tower Level Three (Map #10)

This level is used for minor magical research by Rary.

J1. Library. This library contains numerous volumes on magic and its associated philosophies. Rary's spellbooks are not kept here.

J2. Workroom. Rary experiments with potions and minor spells in this room. It contains a workbench, desk and chair, bookshelf, and several colorful wallhangings from Ket.

J3. Magical Storage. Various flasks, blank books, tubes, burners, glassware and non-magical wands, staves, and amulets (for future enchantment) are stored in this room.

J4. Moon Chamber.' Used for meditation and relaxation, this chamber has a vaulted ceiling, painted with the stars of the Flanaess sky. When dark, the stars glimmer like the real thing, and can be moved to simulate the night sky of any season or location on Oerth.

JS. Stairs. Unlike the other stairs in this tower, these stairs completely bypass the next level, going directly to the fifth level of the tower. Rary has placed an *enchantment* on the stairs, so that they will not seem any longer than any other staircase in the tower.

K. Tower Level Four (Map # 11)

The fourth level holds Rary's personal treasure horde. It is accessible only via Rary's *displacer disks*. Anyone who discovers the *enchantment* on the stairs between the third and fifth level could conceivably batter down the wall between the stairs and the fourth level, but this will alert both Rary and the guardians who roam the level.

K I. Gallery. This circular hallway surrounds the inner vault room. It exists solely to mislead would-be thieves, and is patrolled by Rary's automatons which include a wolf, panther, tiger, bull, and small dragon.

K2. Treasure Vault. This windowless, doorless room has a single *displacer disk* in the center. It is the only means of accessing the level short of brute force.

Four iron golems are placed around the room. They are Rary's final insurance. They attack anyone other than Rary who enters the room.

Iron Golems (4): AC 3; MV 6; HD 18; hp 90 each; Int Non (0); #AT 1; Drag 4-40; SA Poison gas; SD + 3 or better to hit; SZ L; ML 20; AL N; THAC0 3; XP 15,000

Rary's treasure is truly impressive, the rival of any king on Oerth. All the treasure has, of course, been carefully counted, described, catalogued, and stored in boxes, chests, bags, or urns. The room is a wonder of organization, unlike the chaotic treasure hordes that most adventurers are familiar with.

The room contains 1,000,000 cp, 1,000,000 sp, 550,000 gp, 100,000 ep, 40,000 pp, 500 gems (DM determines value), 20 art objects (various types from many lands), and numerous magical items. The DM should determine the exact nature of the magical items, adjusting them to the ability level of the current campaign.

Rary's hoard is of legendary proportions, and many enemies have tried to steal from it and failed. Anyone who steals the entire hoard will become vastly powerful. Even the most experienced party would have difficulty getting this far, and even if they do so, DMs are discouraged from allowing them to steal the entire hoard. Encumbrance alone will prevent parties from escaping with more than they can reasonably carry. Parties should not be allowed to take away more than a few thousand coins and a handful of magical items in any event, and if they do so they will incur Rary's everlasting hatred. It is also possible for the DM to declare that this is simply an illusory hoard, that Rary' s real treasure is secreted elsewhere, and that anything stolen from it will prove to be worthless once the party has escaped.

L. Tower Level Five (Map # 12)

The top level of Rary's tower is remarkable in that it is far larger inside than it appears to be outside. Rary has constructed a small *pocket dimension* to hold the excess space. From this location he can engage in planar travel, while at the same time being protected against attack by planar creatures. The door to this level is constantly chained, triple-locked, and double *wizard locked* from the inside. Rary usually comes and goes via his *displacer disks.*

L1. Sitting Room. This room is lushly appointed, hung with rich tapestries, and furnished with leather-padded chairs, a couch, and low table. The windows are actually magical mirrors which can show scenes of various alternate planes. Rary favors the Elemental Plane of Water, with its pleasing shades and soft light. When he is not in the room, the mirrors become normal windows.

L2. Dining Room. Rary usually dines alone, but the long, elegant table is large enough to accommodate 20 guests. Food is prepared in the adjacent kitchen by unseen servants and other bound entities.

L3. Kitchen. Although intended for use by a human staff, the kitchen is an eerie sight, with utensils moving and food being prepared by invisible servitors.

L4. Bedroom. Rary's private bedroom is tasteful and comfortable, with wall-hangings, paintings, a large bookshelf, luxurious bed, and writing desk. Rary often studies here late at night, his light provided by magical illumination globes.

L5. Guest Room. Slightly less luxurious than Rary's chambers, the guest room is still attractive and comfortable. Rary has not had any guests except for a few intriguing planar creatures (who have no need for his guest facilities), so this room has been unoccupied for quite some time.

L6. Library. Another one of Rary's book rooms, it is, as usual, crammed with books of every sort, with polished hardwood shelves stretching up to the ceiling.

L7. Documents Room. Rary's most valued documents, including his personal spellbooks, are kept here. Other items here include magical scrolls *(spells* and *protection),* rare books, including volumes of pre-migration histories of the Flan, and even several which purport to describe Oerth's pre-human inhabitants, secret reports on enemies, maps of various locations in the Bright Lands and beyond, and beloved recipes. The room is double *wizard locked,* and an alarm sounds if it is opened without Rary's knowledge.

L8. Workroom. Rary's private workshop is reserved for his most important magical researches. This large, vault-roofed room contains numerous benches bristling with glassware, jars, bottles, and other paraphernalia. The walls are covered with magical charts and lined with shelves full of potions and powders. Various preserved animals hang from the ceiling and volumes full of notes are stacked everywhere. The overall impression of this room, quite contrary to Rary's normal neatness, is one of chaos and confusion.

The potions and powders vary. Some are mundane substances, others are poisonous, and still others are truly magical. The DM is encouraged to be creative if any characters wish to sample or steal them. The books include copious notes on different magical experiments and procedures, and would be worth several thousand gp to other wizards, particularly those in the Circle of Eight.

L9. Closet. This vast room seems to stretch off into the distance and indeed, it does go on quite a way into Rary's *pocket universe.* It contains hundreds of robes and other clothing from Rary's travels, although he rarely wears them.

L10. Disk Room. This is Rary's master disk room from which he can travel to any part of the fortress. It is a large, circular chamber with a sun-like pattern inlaid in the floor, its rays joining at a complex pattern in the center. This is Rary's main disk.

L 11. Solarium/Observation Room. The windows here are like those in the dining room. They can be adjusted to show any of the outer planes, or to act as normal windows, which give a magnificent view of the setting sun at dusk. The room contains several comfortable chairs and a low table.

L 12. Crystal Room. Named for its contents, this room contains the numerous crys*tal bails* that Rary uses to communicate with his various agents throughout the Flanaess. One is located in Father Eye's complex, for example. One large crystal at the center of the room can be adjusted to see through any of the *wizard eyes* located throughout the fortress and vicinity, so that Rary can keep an eye on intruders, or his own minions if he so desires.

LI3. Hothouse. Much like the herbarium, only larger and more elaborate, this room is hot and humid, and contains many rare tropical plants, many of which are useful in Rary's magical and alchemical experiments.

L 14. Jumpoff Room. Vertigo assails anyone who enters this room without knowing what it is. Instead of a normal room, the walls and floor merge into a vast, starry void shot with silver streamers and mysterious flashes. A long pathway, similar to a diving board extends out into the void.

From this room Rary, after suitable preparations and with the appropriate equipment, may travel to other planes. The pathway is indeed a form of diving board, extending out into the Astral Plane, from which Rary or anyone else may leap to begin a planar journey. Unfortunately for casual travelers, Rary has concealed the portal, so that extra-planar creatures will not make any unexpected visits to his fortress. Only a medallion which Rary keeps on his person at all times will allow an individual to see the portal and the way back to the Prime Material Plane.

M. Tower Roof (Map # 13)

The roof of Rary's tower is protected by a permanent *globe of invulnerability* and *protection from normal missiles.*

M I. Trap Door. This trap door provides access to the stairway down. The door to Rary's private level is kept *wizard locked,* and is to be kept closed at all times.

M2. Guardhouse. A small garrison of 2d8 human warriors occupies this structure at any one time. It has sleeping, eating, and kitchen facilities, so shifts in the guardhouse can last as long as a week. Only the most trustworthy troops are given this assignment.

M3. Lightning Projector. This awesome weapon was created by Rary using enchantments similar to those used to create *wands of lightning.* It resembles a bundle of one-foot-thick rods mounted on wheels so that it can be moved to any location on the roof. In combat, the projector can shoot out 1-4 10HD lightning bolts per round. Each such shot consumes one charge, and the projector has 100 charges. It can be recharged. Stealing it would present a problem, as it weighs over a ton, and is chained to the center of the roof with a strong chain.

M4. Observatory. This small domed structure contains several telescopes and astronomical manuals. Rary comes here to stargaze on cloudless nights. Rary's astronomical journals, recording his nightly observations, are here as well. In a recent entry, Rary discusses catching a distant glimpse of what appeared to be a ship sailing through the ether, far from the surface of Oerth. Rary's strict, rational mind tells him that this was an hallucination, but he speculates about its origin nonetheless, and briefly considers the possibility of travel beyond Oerth.

Centaur, Desert

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET.	Omnivorous
INTELLIGENCE:	Average
TREASURE:	M, Q (I, V)
ALIGNMENT.	Lawful neutral (good)
NO. APPEARING:	3-24
ARMOR CLASS:	5
MOVEMENT.	24
HIT DICE:	5
THACO:	14
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+ 1 to AC vs. missile weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-9' tall)
MORALE:	Elite (13-14)
XP VALUE:	270

Desert centaurs are a warlike but surprisingly civilized racial variant of the familiar sylvan centaur. They have inhabited the Bright Desert of the Flanaess for centuries, and survive today as fiercely independent nation-tribes.

They are somewhat smaller and more muscular than their Sylvan cousins and are a dark-complected, handsome race. They speak a language similar to, but many generations removed from, that of the sylvan centaurs. Many desert centaurs speak human languages as a result of their frequent contact with desert nomads and Abbor Alz barbarians.

Combat: The desert centaurs have a long and distinguished military history. They once served as the elite mercenary guards for the vanished kingdom of Sulm, and were famous for their bravery and skill in battle.

A desert centaur attacks with its two front hooves, as well as a weapon. The exact armament of a centaur depends on circumstances. When encountered under normal circumstances, a centaur is armed with a short bow, light horse lance, and scimitar, and relies on its tough hide (AC 5) to ward off attacks.

In major battles, however, desert centaurs are divided into two major troop types. Half of all centaurs in battle are heavy lancers wearing fine chain mail (AC 3), armed with heavy horse lances and scimitars. On occasion, centaur lancers are also armed with darts, which they discharge at the enemy immediately before attacking with their lances. The heavy armor worn by the centaurs is hot and cumbersome, and is not worn under normal circumstances, but reserved for use in large battles only.

The other half of a battle formation is made up of normally equipped centaurs who act as mobile horse archers, riding to within bow range of the enemy, discharging a volley or two of arrows, then retreating. This sort of treatment is intended both to inflict a slow but steady stream of casualties, and to goad the enemy into charging. An enemy formation that charges centaur archers will swiftly find itself isolated from its army and confronted with the furious attacks of the centaur lancers.

Habitat/Society: Desert centaurs have been shaped by the harsh environment into a stem, law-based society. Although they fight ferociously if attacked, desert centaurs are a fair people who assist travelers in need and do not attack without reason.

Desert centaurs are organized into tribal groups which operate as small nations, with kings or queens, advisors, and consensus-chosen group leaders. There is no distinction between male and female in centaur society. Both sexes share in raising children and females are not unduly incapacitated by pregnancy, and so are able to do anything a male can.

Toughened by the harsh environment of the desert, these centaurs have no real need for clothing, and under circumstances wear none. In battle, or during for-mai occasions, they wear ancient chainmail handed down over generations, or brightly-embroidered tunics and headbands.

Much of the centaurs' equipment is antique, preserved from their days as mercenary warriors. They continue to do some metal-working, however, crafting weapons, jewelry, utensils, and some armor in portable forges which are disassembled and carried when the tribes are on the move.

The centaurs once faithfully served the vanished kingdom of Sulm, but were sickened by the evil which eventually infected its rulers. When Lord Shattados's curse infected the people of Sulm, the centaurs turned against the kingdom and swore never to serve wizards again. For this reason, they have an inherent distrust of spellcasters, and have refused to join Rary's new empire, although they have taken no offensive action against him.

Ecology: Desert centaurs are creatures of their environment, and are adept at survival in the Bright Lands. All are skilled scouts, able to find water and food in areas where none are apparent. Every centaur is also trained from birth as a warrior, and will fight if the tribe (or any other tribe) is threatened. They maintain neutral to good relations with human nomads, but are savage enemies of the manscorpions, which they attack whenever encountered.

Manscorpion

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to average
TREASURE:	J, K, M (x2), V
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-12
ARMOR CLASS:	1
MOVEMENT:.	24
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Weapon/1-10 + poison
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Champion (15-16)
XP VALUE:	1,400

Manscorpions are a horrific race created by an ancient curse. The scourge of the Bright Desert, mans-corpions possess a deep hatred of other living things, and attempt to slay anyone they encounter. They fight constantly with the human and centaur nomads of the desert, and are a major thorn in the side of Rary the Traitor's soldiers.

Combat: Manscorpions are terrifying in combat, attacking their enemies while voicing horrific shrieks and corrupt remnants of their ancient language. They attack with one weapon, often a polearm such as a glaive or halberd, and with their poison sting. Victims of the sting must successfully save vs. poison (type F) or die the next round. As with normal scorpions, manscorpions reduced to I or 2 hit points go into a stinging frenzy, stinging everything in range, and gaining two sting attacks per round in addition to their normal weapon attack.

Habitat/Society: The degenerate descendants of the ancient people of Sulm, manscorpions live in loose bands of 1-12, roaming the desert, searching for food, attacking any living thing they encounter. Manscor-pion bands have no leaders. Theirs is an "every monster for itself" society, in which the strong survive and the weak are eaten (manscorpions are not above cannibalism).

Bands of manscorpions often take shelter in ruins or oases. These locations are treated with special caution by wary desert nomads.

Ecology: The effect of manscorpions on the environment has only been negative. Many other species have been wiped out by their depredations, and the human tribes of the region have been severely depleted. The only real positive function that the manscorpions serve is as scavengers, a niche already adequately filled by raptors such as the vulture.

Monarch Scorpion

	Monarch Scorpion	Master Scorpion
CLIMATE/TERRAIN:	Desert	Desert
FREQUENCY:	Very rare	Unique
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low	Low
TREASURE:	D	G
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-3	1
ARMOR CLASS:	2	0
MOVEMENT:	18	18
HIT DICE:	8 + 8	12 + 12
THAC0:	13	9
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	2-20 (x2)/ 1-8 + poison	2-20 (x2)/ 1-10 + poison
SPECIAL ATTACKS:	Psionics	Psionics
SPECIAL DEFENSES:	Psionics	1Psionics
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H	H
MORALE:	Champion (15-16)	Fanatic (17-181
XP VALUE:	4,000	10,000

Shattados the Cruel's curse transformed him into a horrific creature, a great and powerful giant scorpion with awesome psionic abilities and a deep hatred for humanity. A new species of scorpion appeared in the desert soon thereafter. They were smaller versions of their deadly master. To this day the monarch scorpions, as the nomads call them, continue to cause woe throughout the desert.

Combat: While monarch scorpions' psionic abilities are their most potent weapon, their normal attacks are devastating in their own right. Each powerful claw strike causes 2-20 points of damage, while the tail sting attacks cause 1-8 points of damage. Those struck by the tail must successfully save vs. poison at -4 or die.

Monarch scorpions like to lie in wait just beneath the sands of the Bright Desert, emitting a devastating psi-onic blast before emerging to attack when their prey walks nearby or above them.

Habitat/Society: Monarch scorpions have no real society, but dwell alone in the desert, although they are occasionally encountered as mated pairs or small family groups. The creatures seem to be another result of Shat-tados's curse, magically altered normal scorpions now grown to enormous size. Their low intelligence reflects not a reasoning intellect, but rather an instinctive cunning which enables them to expertly ambush their prey.

Ecology: These vicious beasts are efficient predators, aiding their manscorpion cousins in eliminating many of the desert's animal species, as well as much of its human population.

Master Scorpion: There is presently only one master scorpion, the immortal creature that is all that remains of the evil monarch, Shattados the Cruel. This creature dwells exclusively in the ruins of Shattados's palace, guarding the scorpion crown.

Psionics Summary:

Monarch Scorpion

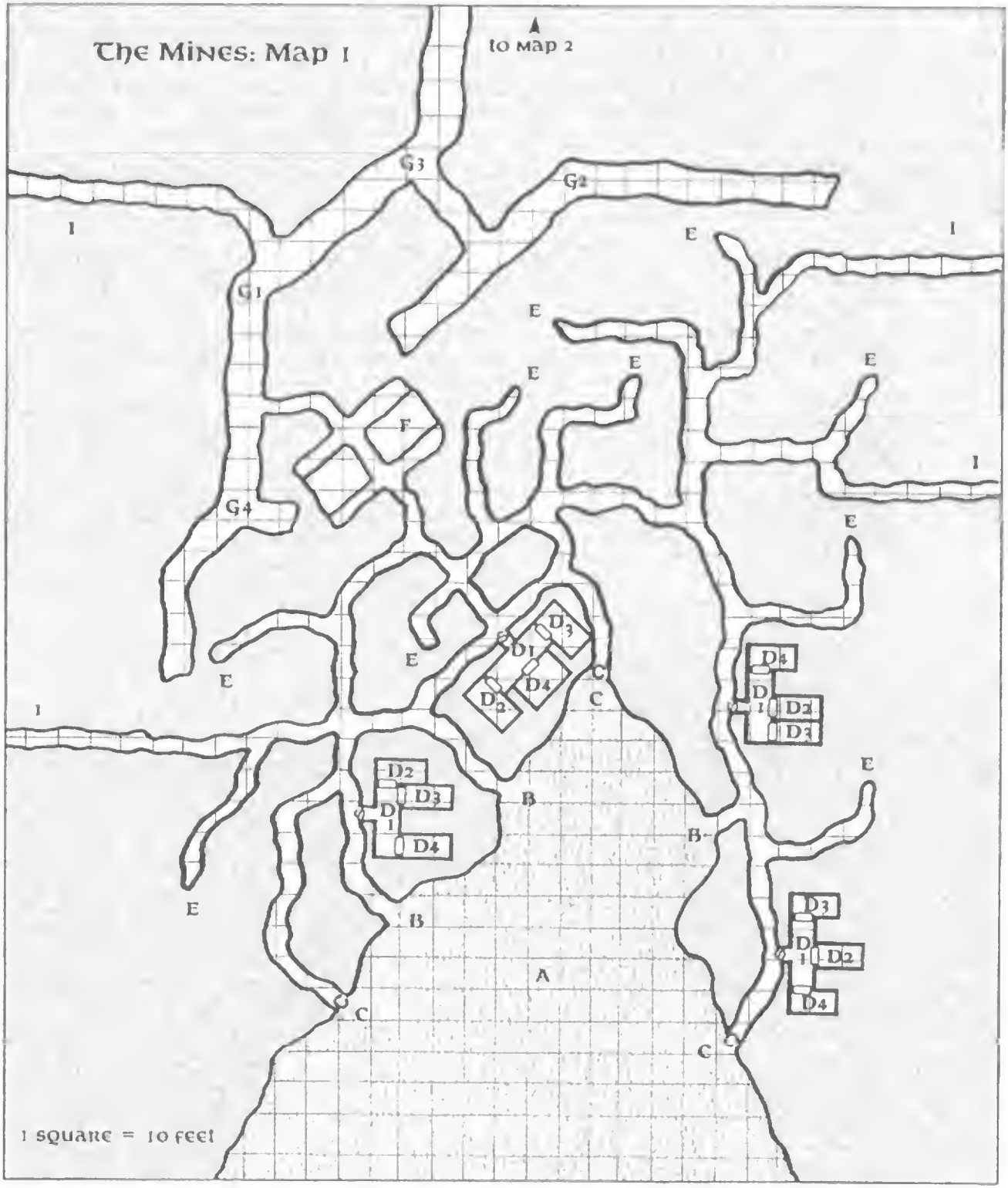
Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	PB/M-	12	100

Telepathy: Sciences: *domination;* Devotions: *contact,* invisibility, *life detection, psionlc blast*
Metapsionics: Sciences: *ultrablast;* Devotions: *psionic sense,* psionic *inflation, psychic drain*

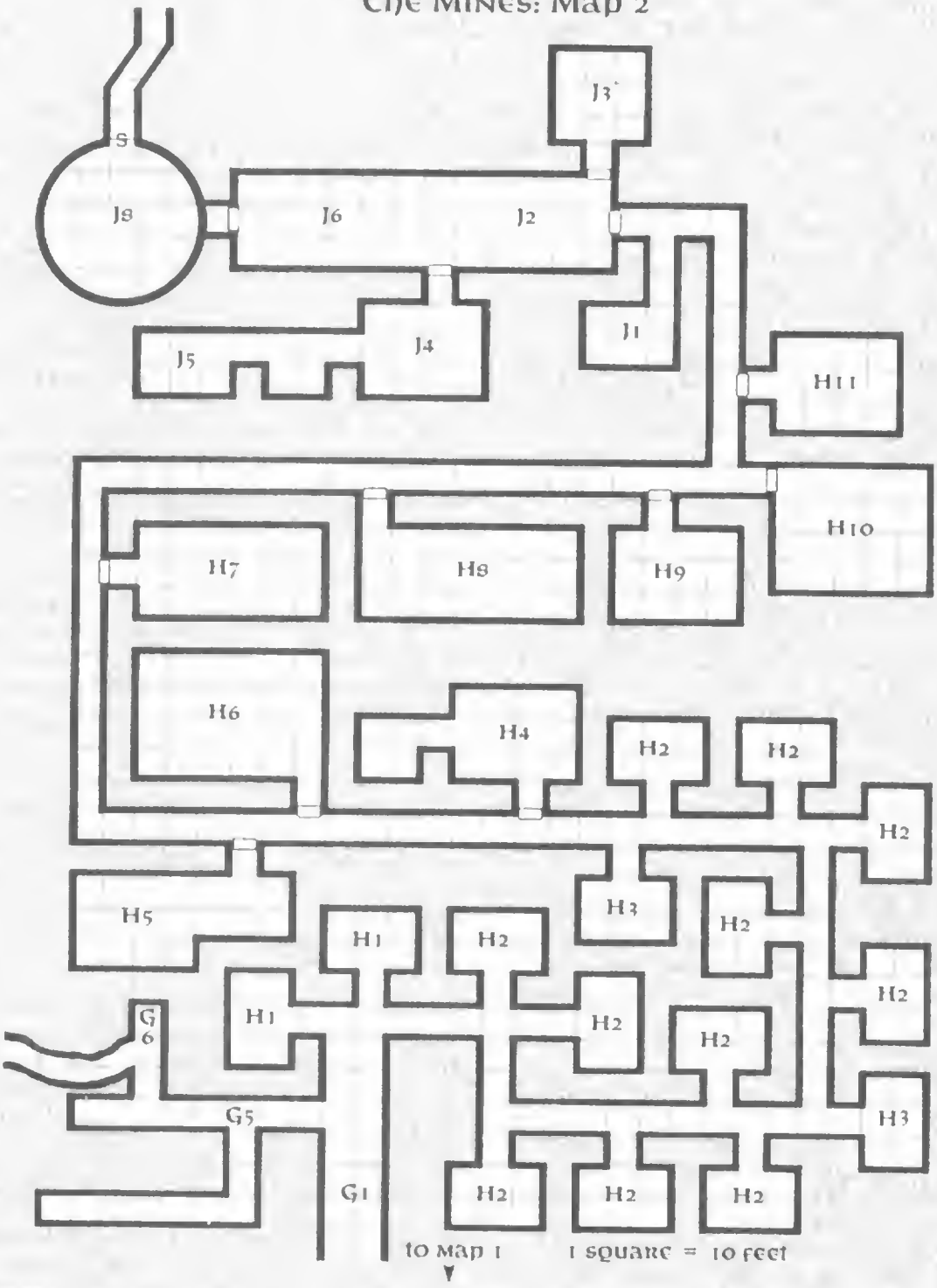
Master Scorpion

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
12	4/6/17	PB, MT/AU	18	200

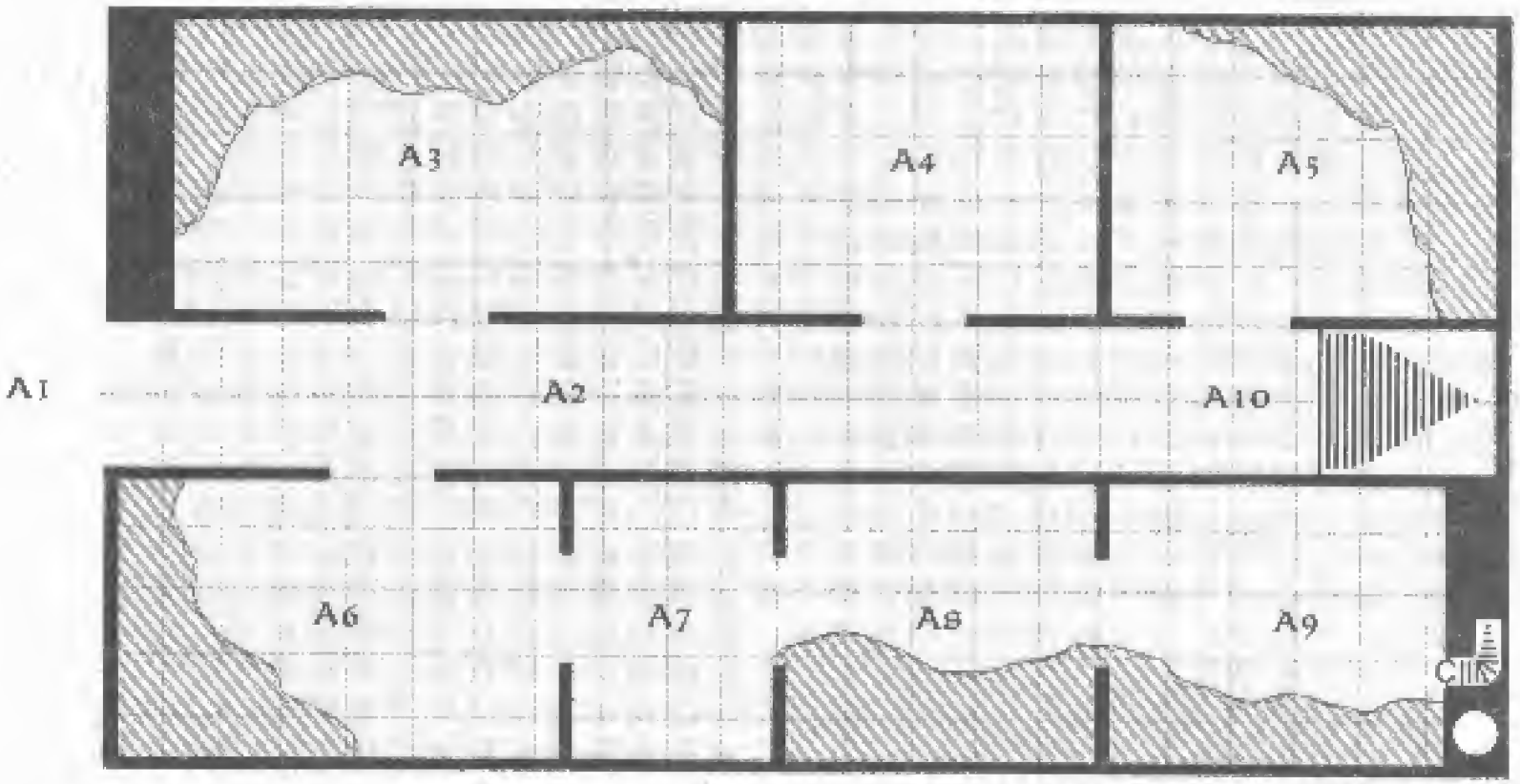
Telepathy: Sciences: *domination, mindwipe;* Devotions: *contact, ESP, inflict pain, mind thrust, psionic blast*
Metapsionics: Sciences: *ultrablast;* Devotions: mag*nify, prolong, psionic inflation*
Psychometabolism: Sciences: *life draining;* Devotions: *body control, ectoplasmic form, immovability, suspend an tm a tion*
Psychokinesis: Sciences: *project force, telekinesis;* Devotions: *ballistic attack, control body, create sound, inertial barrier*


The Mines: Map 1
to map 2
G3
G2
G1
G4
F
I
E
A
B
C
D1
D2
D3
D4
1 square = 10 feet

The Mines: Map 2

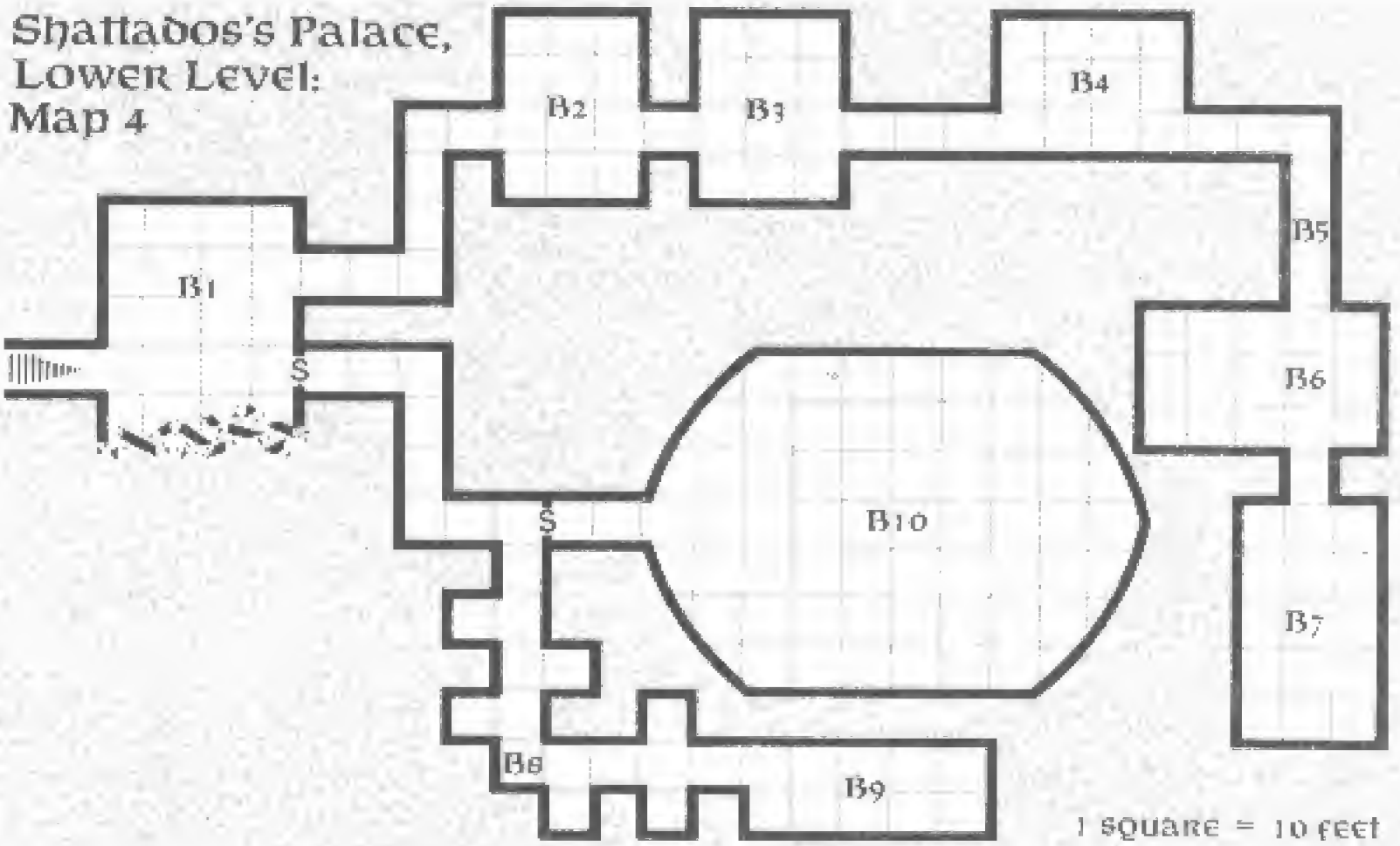


Shattados's Palace, Upper Level: Map 3



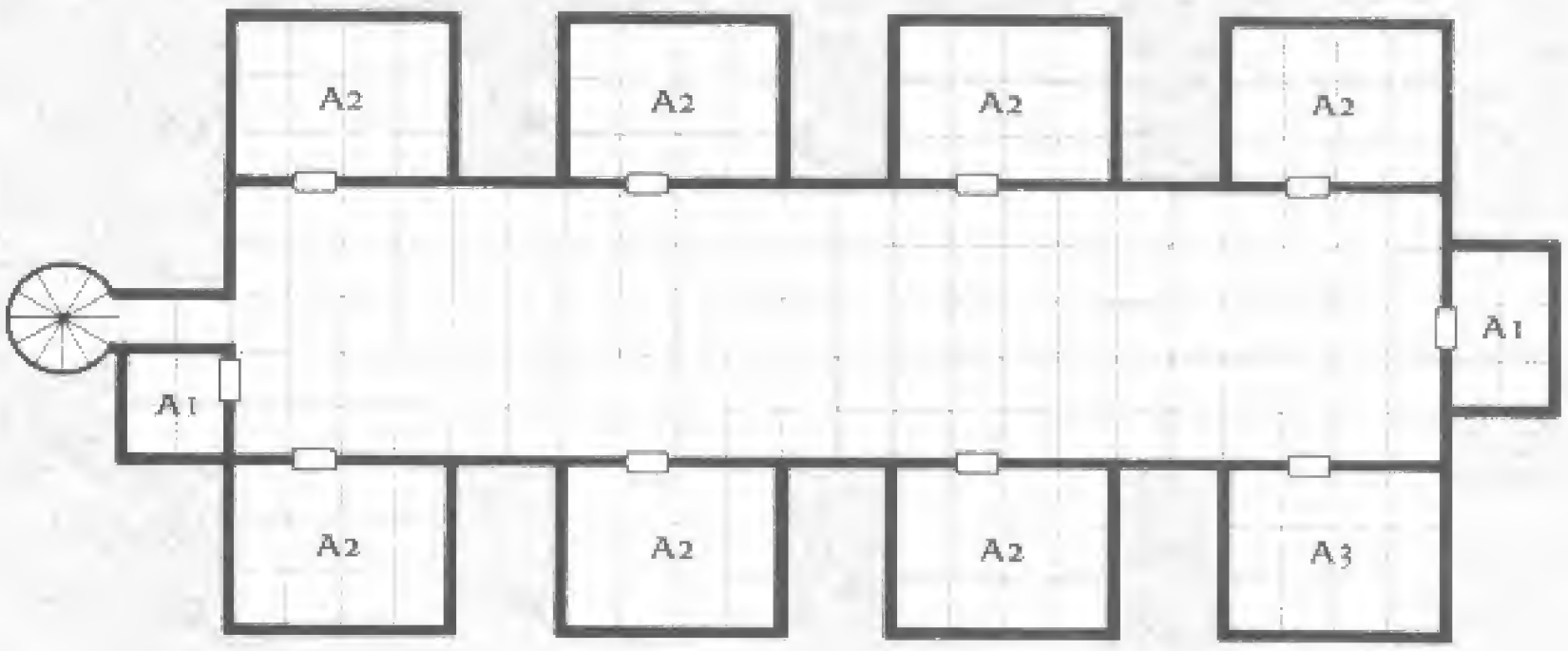
1 square = 10 feet

Shattados's Palace, Lower Level: Map 4



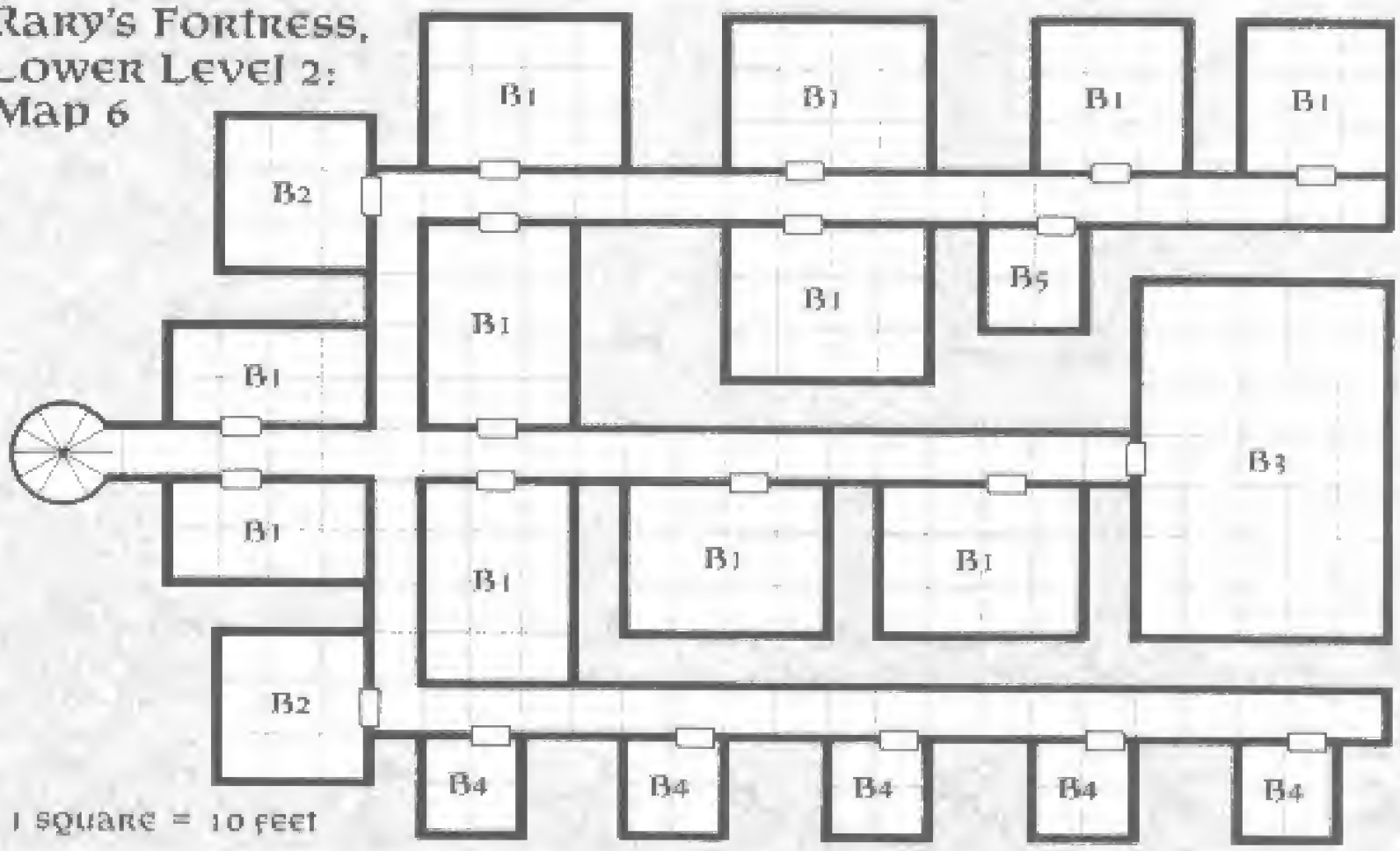
1 square = 10 feet

Rary's Fortress, Lower Level 1: Map 5

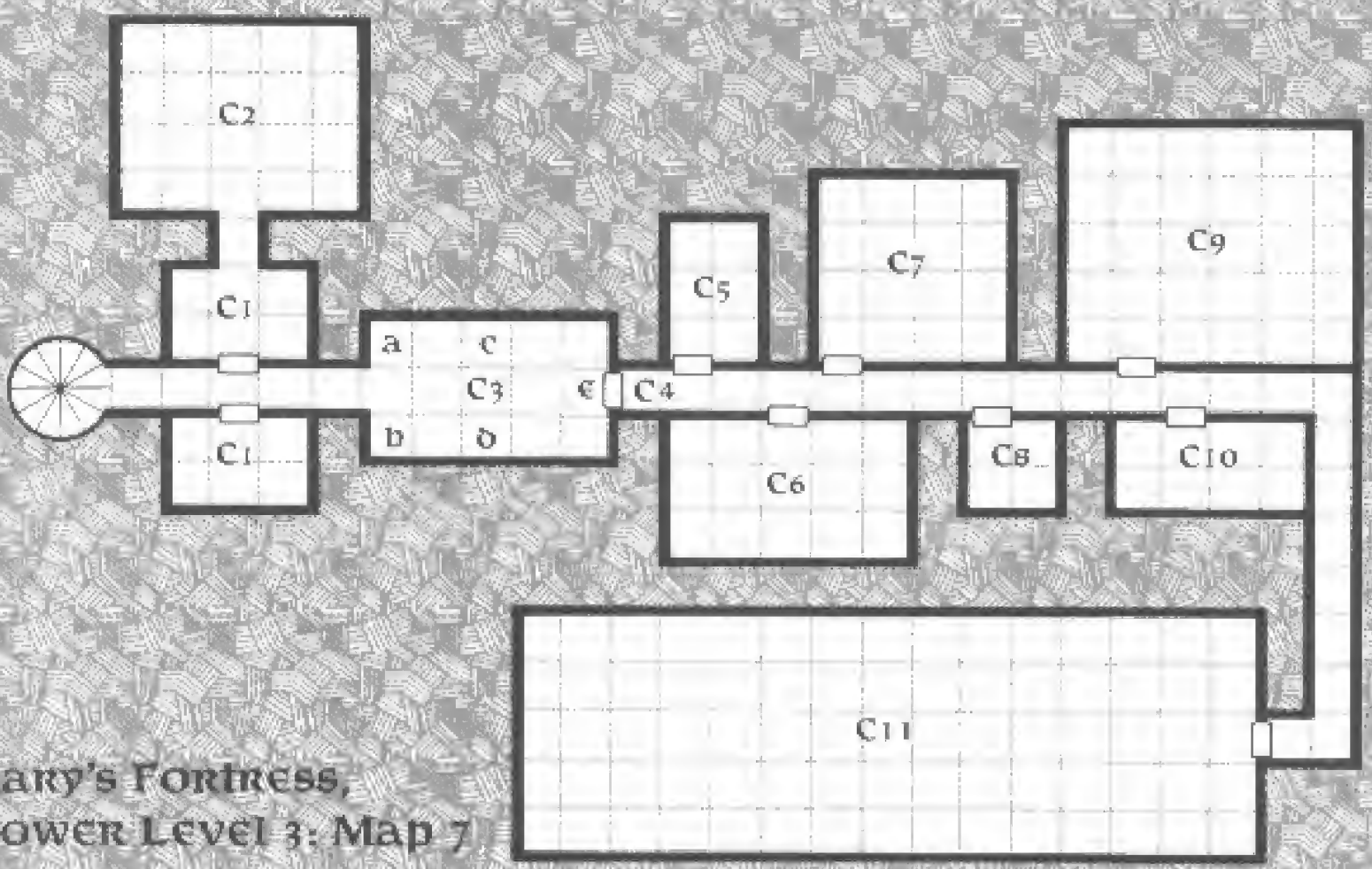


1 square = 10 feet

Rary's Fortress, Lower Level 2: Map 6



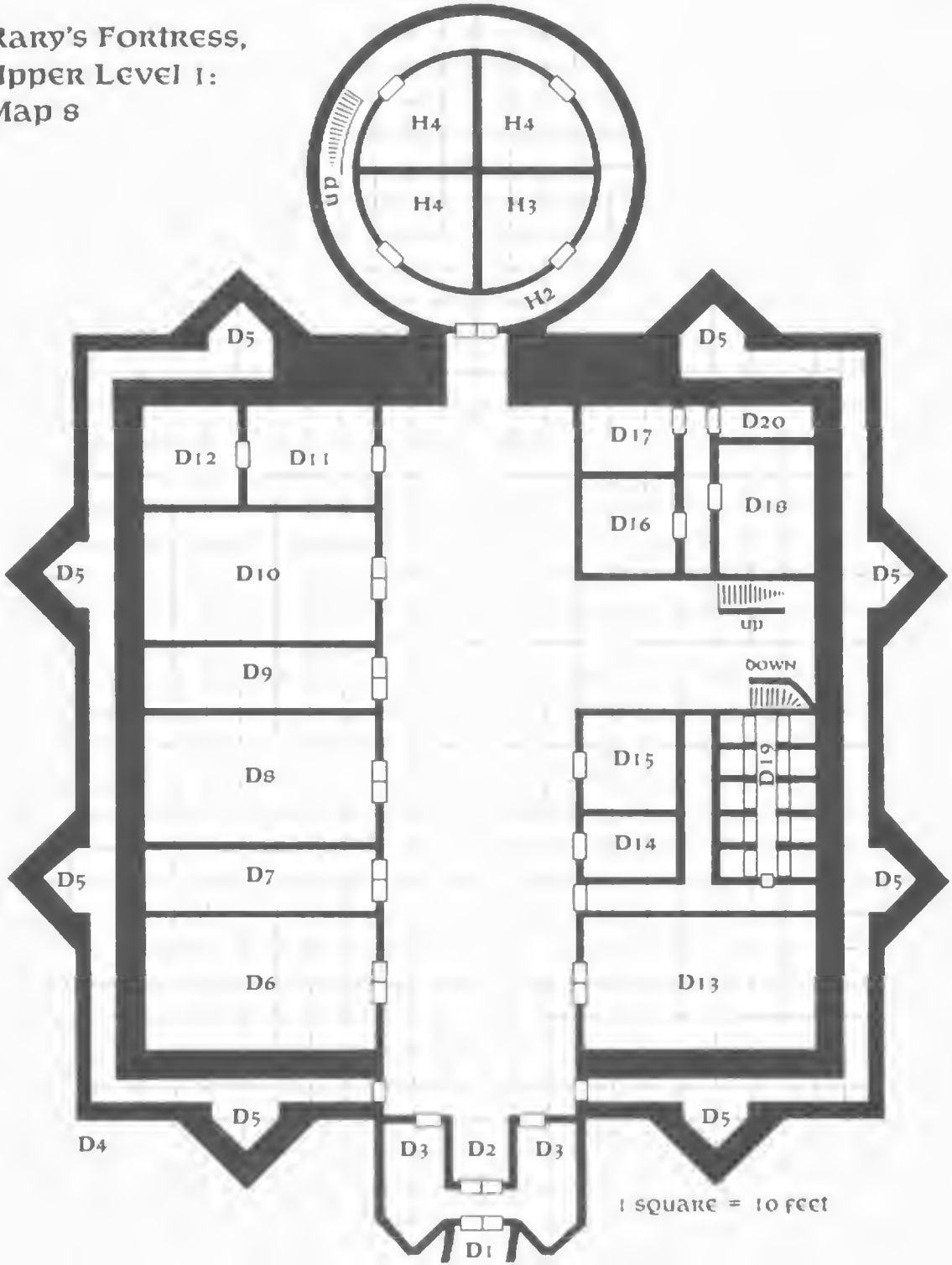
1 square = 10 feet



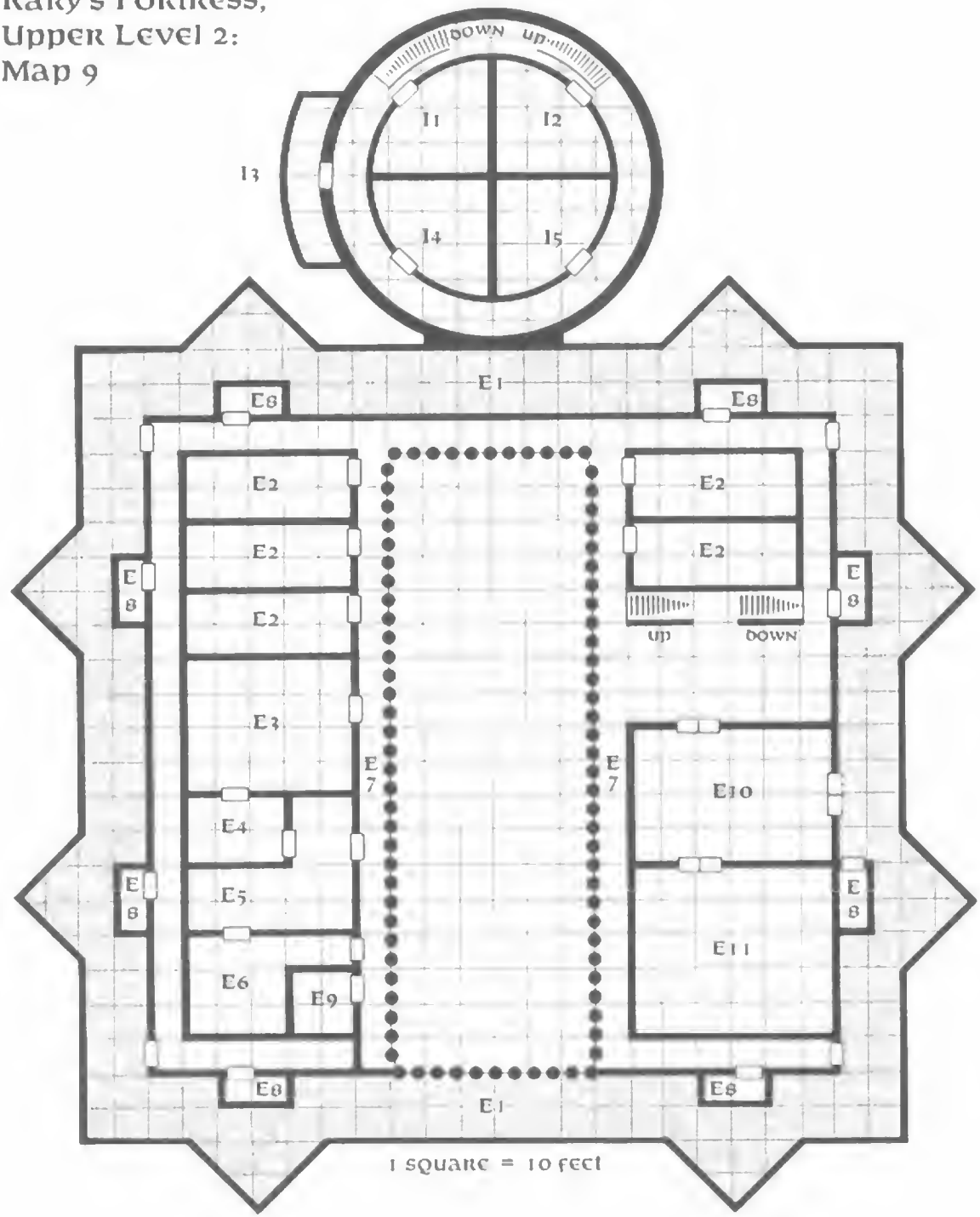
Rary's Fortress, Lower Level 3: Map 7

1 square = 10 feet

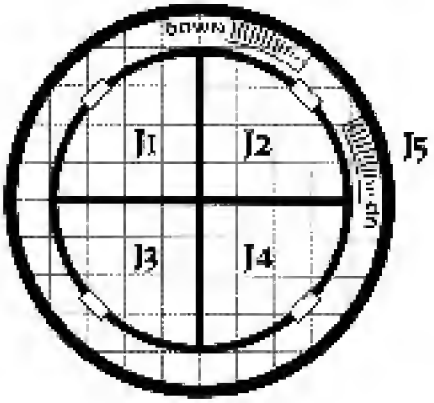
Rary's Fortress, Upper Level 1: Map 8

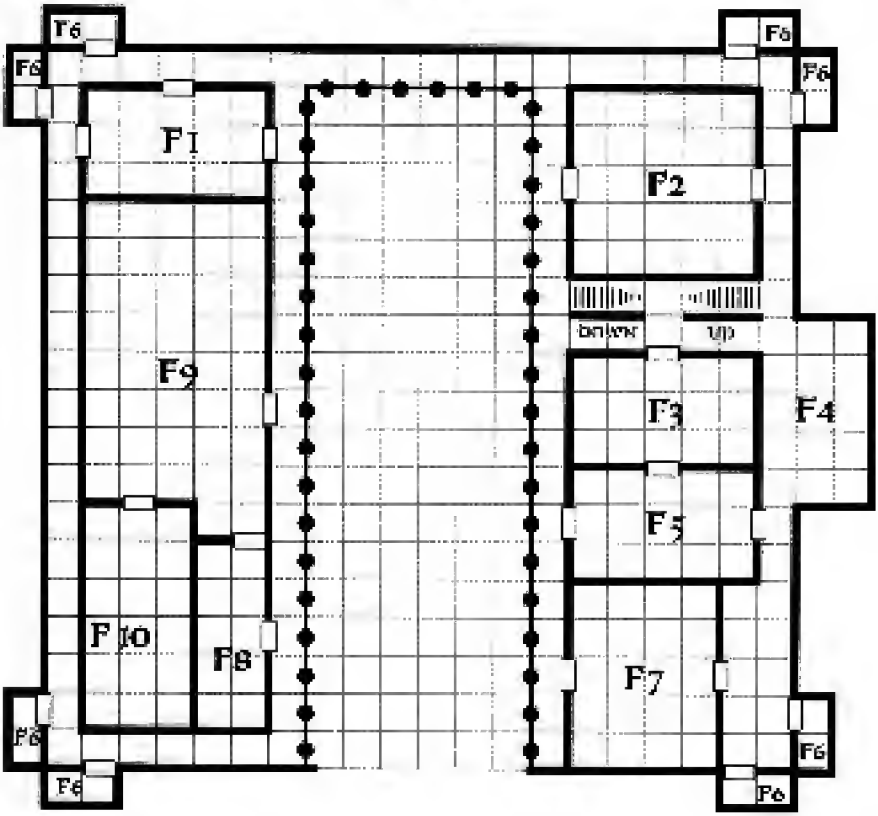


Rary's Fortress, Upper Level 2: Map 9

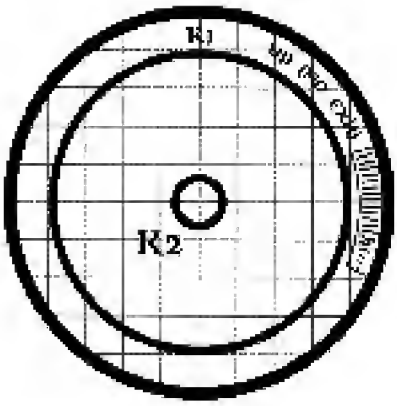


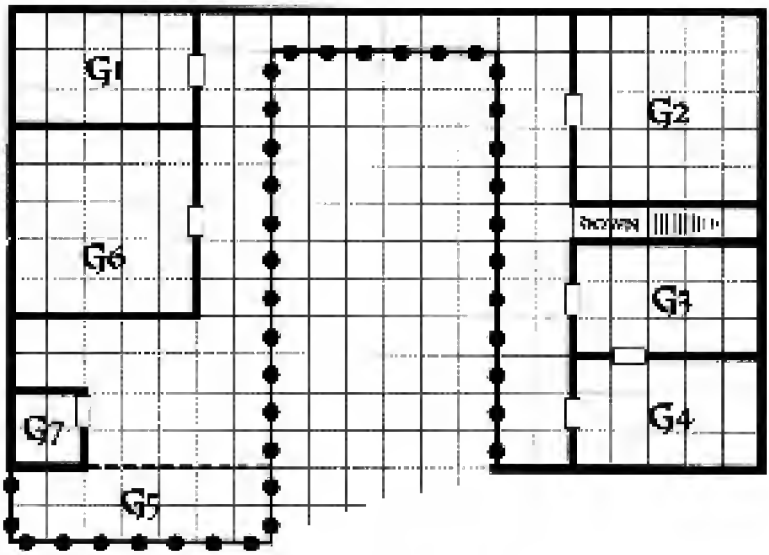
Upper Level 3:
Map 10



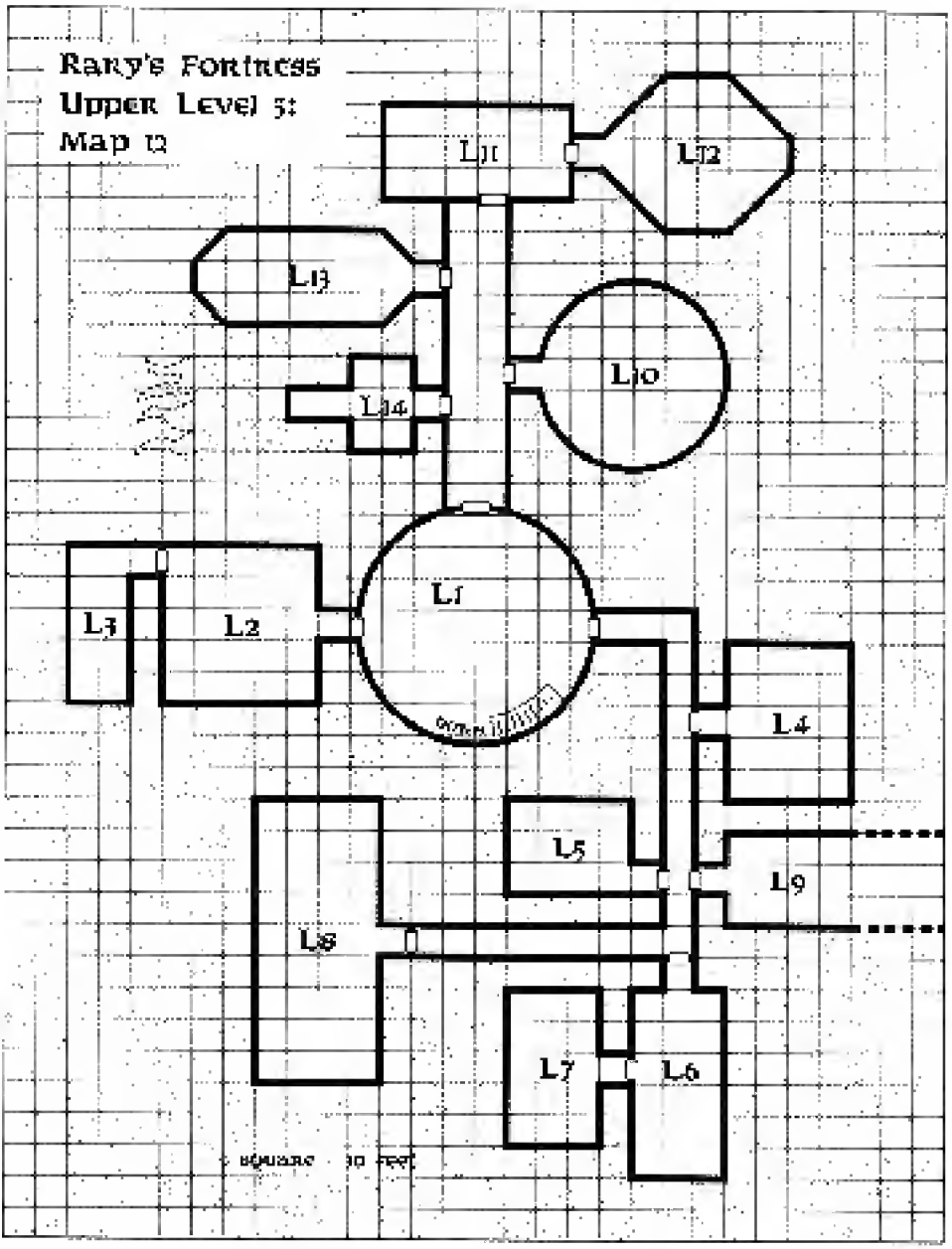


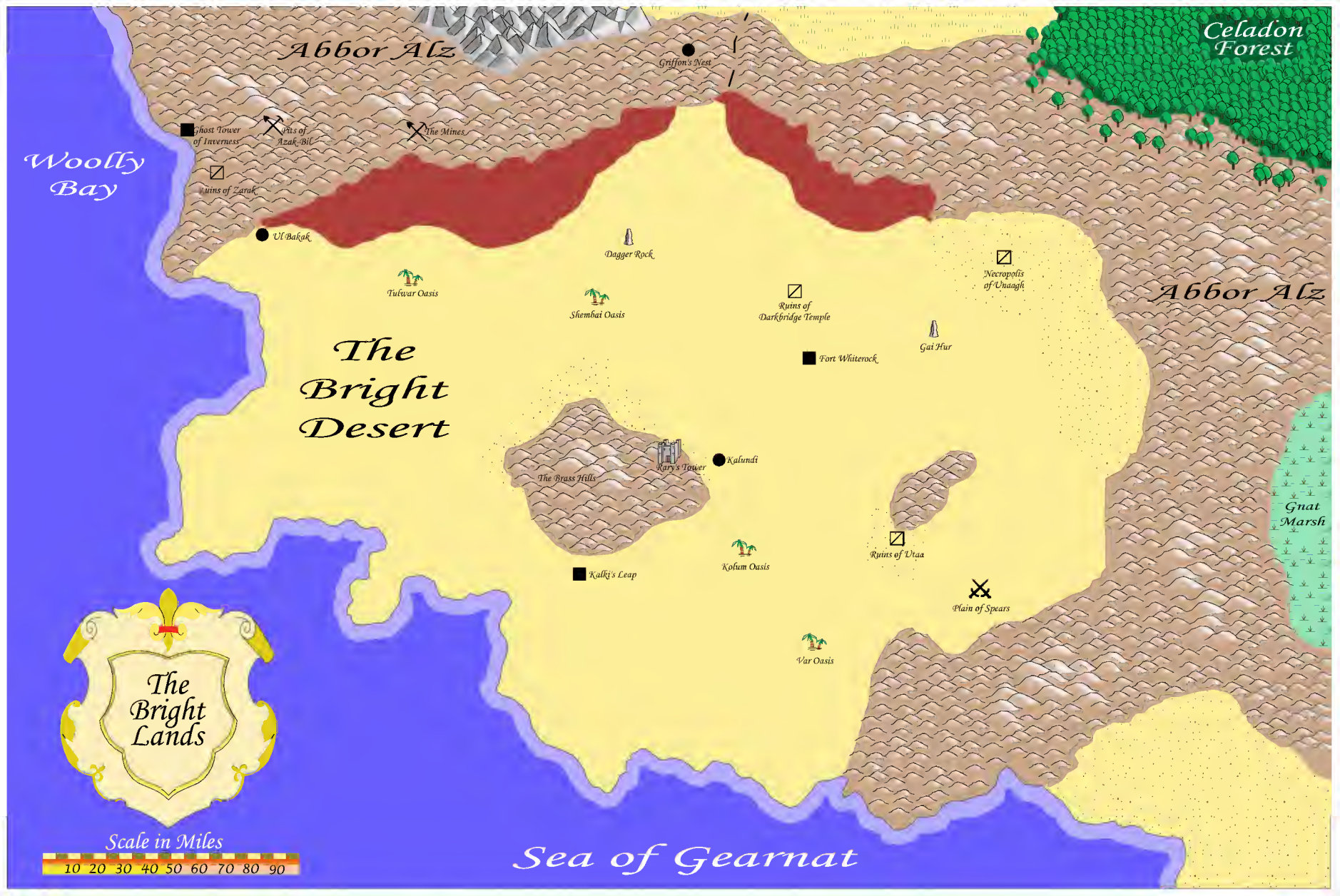
Rary's Fortress
Upper Level 4:
Map II





1 SQUARE = 10 FEET


Rary's Fortress
Upper Level 5:
Map 12
L11
L12
L13
L10
L14
L1
L3
L2
L4
L5
L9
L8
L7
L6
square = 30 feet


Abbor Alz
Griffon's Nest
Celadon Forest
Ghost Tower of Inverness
Pits of Azak Bil
The Mines
Woolly Bay
Ruins of Zarak
Ul Bakak
Dagger Rock
Necropolis of Unaagh
Abbor Alz
Tulwar Oasis
Shembai Oasis
Ruins of Darkbridge Temple
Gai Hur
Fort Whiterock
The Bright Desert
Kary's Tower
Kalundi
The Brass Hills
Gnat Marsh
Ruins of Utaa
Kolum Oasis
Kalki's Leap
Plain of Spears
Var Oasis
The Bright Lands
Scale in Miles
10 20 30 40 50 60 70 80 90
Sea of Gearnat

Advanced Dungeons & Dragons 2nd Edition

GREYHAWK® ADVENTURES

Official Game Accessory

Rary the Traitor

"In the agonizing aftermath of the Greyhawk wars, when conflict touched virtually every corner of the continent, few gained more infamy than Rary of the Circle of Eight. Once considered a quiet, peaceful man with few ambitions, the great mage instead was corrupted to the ways of evil, and in the process slew two of the wisest and most powerful wizards of the Flanaess. Now, fleeing south with his co-conspirator and their loyal troops, he has carved out an empire in the wilderness, and threatens to inflict more harm and chaos on a world long grown weary of war and strife."

Thus begins this supplement for the GREYHAWK® campaign setting, the first since the world-shattering **GREYHAWK Wars** boxed game. Descriptions of Rary's desert fortress in the Brass Hills are here, as are statistics on his co-conspirator, Lord Robilar. The back-breaking mines of Abbor Alz, home to the duergar, and the Ghost Tower of Inverness are detailed as well, along with dozens of other places, things, and persons. A four-color poster map of the Bright Desert and its surroundings is also included.

It is not necessary to have played the **GREYHAWK Wars** boxed game in order to use this material.

The campaign material contained in this booklet is suitable for players and referees of all levels; the adventures, however, are aimed at characters of levels 8 and up.

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